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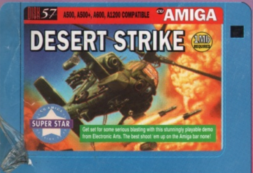
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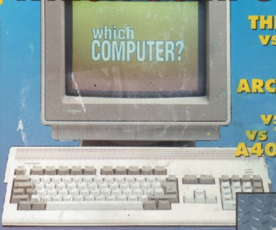

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vs ATARI'S
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ARCHIMEDES
3010
vs PC 486
vs THE NEW
A4000/030

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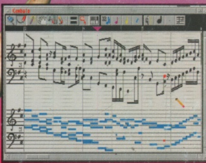

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DINO DINI'S GOAL! FIRST REVIEW

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A GRAPHIC ADVENTURE by HAL BARWOOD
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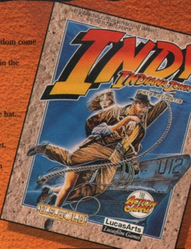
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INDIANA JONES and the FATE of ATLANTIS
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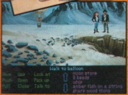
Walk to balloon
Give
Use
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Push
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Pull
Close
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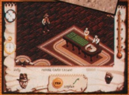
9 beads
whip
amber fish on a string
sharp wood thing


indy
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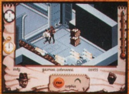
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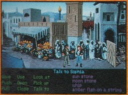
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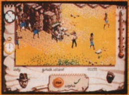
sun stone
moon stone
whip
amber fish on a string


indy
greek island
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sophia

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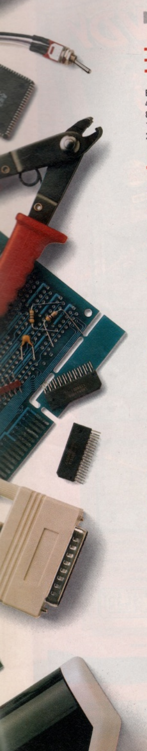

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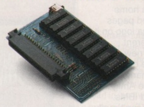
RAM Expansions

A600 Memory Cards



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- SRAM memory

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AMIGA CONTENTS

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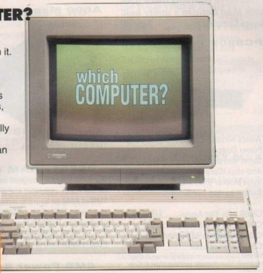
It isn't often that you see a home computer in these hallowed pages that doesn't have an Amiga logo on it. This month things are different.

Since the launch of the new A4000/030 machine we've decided that the home computer market has got too crowded. There are Amigas, Ataris, Acorns, Apples and IBMs. Surely all these machines can't really be the same? Obviously not. For a start, some are more expensive than others.

What are all these machines for, what are the differences and which is best for what? That's what our team of experts are trying to find out on page 24.



AMIGA
Workshop

147 AMIGA WORKSHOP

If you're interested in the more serious side of the Amiga, then this is the place for you. Each month our team of experts detail how to get the most out of your machine and the many and varied software packages that exist to help you do just that. This month we re-introduce the popular DIY section, with a complete step-by-step to help you build your own sampler. In addition we continue our regular *D-Paint*, Workbench and AMOS tutorials. Last, but not least, there's more Amiga books and clubs reviewed plus loads of reader's letters answered in our own indominable style.

REGULARS

8 NEWS
We reveal who's got the rights to Amie's new film and tell all about an exciting new deal to bring more Sega games onto the Amiga. Plus all the latest advances in serious software.

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38 GAME PREVIEWS
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85 PLAY TO WIN
As well as the usual top tips there are complete player's guides to *Body Blows* and *The Chaos Engine* (world 1).

100 PRODUCTIVITY REVIEWS
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128 ART GALLERY
Some of the first A1200 pics are starting to appear in our mailbags. This month we feature a fantastic 256-colour *D-Painting.*

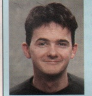
131 AMIGA PROFILES
What do dentists and Amigas have in common? Quite a lot if you're Andrew Gould – Multimedia Dentist.

134 PD SCENE
More A1200 magic hits the PD Scene with a slide show from Cynostic. Plus, one of the best anims we've seen in months.

137 PD UTILITIES
What can the public domain do for me? You may well ask. How about cheap fonts for video work, excellent integrated business packages and utilities to back up your hard disk? They're all reviewed this month.

OFF THE CUFF

E D I T O R I A L


Dan Slingsby – Editor

Howdy partners! This month we've got the computer equivalent of Gunfight at the OK Corral as six of the best home computers money can buy, slug it out to see which of them can truly claim to offer the best all round-performance. Will the A1200 come out tops, or will Atari's Falcon take the crown? To find out, turn to our lead feature on page 24.

Elsewhere this issue, you've probably already discovered the covermounted program, *The Art Department.* This would usually cost an arm and a leg to buy commercially, but we've snapped up the rights to give it to you for absolutely nothing. In case you're not familiar with the package, it's a graphics program which allows you to create a whole range of weird and wonderful effects at the click of a button.

If it's games you're after, then you'll doubtless find something to interest you in this month's specially extended First Impressions column. We've got a hot-off-the-presses report from the European Computer Trade Show and preview ALL the hot games you'll be playing later this year! We've also snagged the world's first review of Dino Dini's *Goal!*, the spectacular follow-up to *Kick Off 2* – it's a biggie and you can ONLY read about it here in CU Amiga!

Other things to take note of this issue are our comprehensive 32-page AMOS guide tucked away between pages 146 and 147; the superb free video offer from Burgess Video Group; and our Buyer's Guides, which this month concentrate on External Disk Drives and Business Software.

And finally, before I leave you in peace, I'd just like to pass on my heartiest congratulations to Jon and Tony for their excellent performance in the Sensible Soccer World Cup. They finished bottom of all the mags taking part, so they're fired!

NEXT ISSUE ON SALE 26TH MAY

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ABC 96, 235
July-Dec 1992

GET SERIOUS

PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEW

The Amiga music scene is taking off fast and we've got it covered. This month there's two new software packages for budding musicians at both ends of the scale – for the hobbyist, page 102, and the professional, page 106 – including an exclusive look at the synth you can put in your Amiga, page 108. Plus there's the usual range of top quality productivity software examined in depth.

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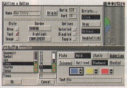
121 PC1204 EXPANSION/ ACCELERATOR
122 BUYER'S GUIDE TO EXTERNAL DRIVES
125 BUYER'S GUIDE TO BUSINESS SOFTWARE

The PC1204 is not just another RAM expansion for your A1200 – it actually makes Commodore's super slick machine even faster! And that's before you add the optional co-processor, too. See it first in CU Amiga on page 121.



Editing a Button
Name
New Entry
Origin
Horiz
Vert
Scripts...
Click
Style
Area
Text
Image
Border
SHADOW
Highlight
COMPLEMENT
Options
Selected
Disabled
Toggle
Drag
Release
DoubleClick
Plain
Bold
Italic
Underline
Extended
Outlined
Shadowed
Times
Ok
Cancel
Text

Do you want to design your own program but can't be bothered learning the language? Well, look out for this authoring package on review on page 114. Can *CanDo* live up to its name?

SCREEN SCENE

GAME REVIEWS GAME REVIEWS GAME REVIEWS

If you ever doubted that CU Amiga has the best games coverage then think again! To prove that we're top of the heap not only have we brought you two exclusive reviews but we've got a special guide to ALL the major games that'll be appearing on the Amiga over the next 12 months. But, what about the current crop of gaming greats? Will *Superfrog* smash *Zool* out of existence? For the answer to this and many other questions read on...

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89 PLAY TO WIN: THE CHAOS ENGINE
93 TROLL'S HEAD
98 KIXX COMPETITION

Exclusive – Dino Dini's latest footie game hits the Amiga. Read about this Superstar-rated sensation first on page 48.

Will the Allies take the beaches successfully on *D-Day*? Only you can decide in another exclusive review on page 54.

COVERDISKS

This month there's more than ever before on our TWO packed coverdisks. We promised it and now you've got it – *Art Department* in full. Plus, there's some AMOS routines to make your programs shine. Also, for war fanatics everywhere TWO whole *Desert Strike* missions.

DISK 56

PAGE 14

This month we have surpassed ourselves. If you thought the AMOS disk was tough to beat then you're in for a shock. On this month's disk you will find the most essential graphics tool for the Amiga – ASDG's *The Art Department* (*TAD*). This software can manipulate virtually every aspect of any graphics image file you care to load in, and with an impressive array of loading options that's quite a few. The contrast, brightness, colour and gamma correction tools make it invaluable for any video work. Coupled with the extensive dithering modes and scaling facilities it is also a must for anyone with a printer – you can even use *TAD* to colour separate files for DTP work.

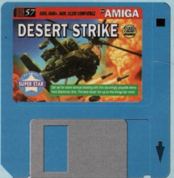
Sprinkle on a few special effects and you have the most unmissable utility ever. One of the best programs around.

56
A500, A500+, A600, A1200 COMPATIBLE
CU AMIGA
THE ART DEPARTMENT
BY ASDG
1MB
Now you can manipulate 24-bit graphic images on your Amiga with ASDG's award winning software. The Art Department is just that, a comprehensive art studio for scaling, correcting, separating, rendering and converting images on your Amiga. Art Department is one of the few Amiga programs which truly deserve the accolade 'Indispensable'. You must have this!
WORTH £80

DISK 57

PAGE 18

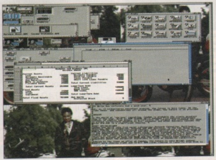
When we saw *Desert Strike* we gave it a whopping 93% and a CU Amiga Superstar. So, we thought it only fair that you should be given the chance to play this smash shoot 'em up too. Take the controls of the World's most feared combat helicopter and guide it through TWO complete missions. Smash the evil dictator, General Kilbaba, by hitting him where it hurts. First, crush his radar sites so that the SAMS can't track you as you head for the airport. Then, catch his planes like sitting ducks with a few carefully placed air-to-ground missiles. That's not the only action you'll see as along the way there'll be plenty of opportunities to blow up SAM missile launchers, rescue friendly flyers, steal enemy ammo and fuel, straffe defenceless buildings and rain lead death down on Kilbaba's troops. For peace lovers everywhere – NOT!



57
A500, A500+, A600, A1200 COMPATIBLE
CU AMIGA
DESERT STRIKE
1MB
CU AMIGA SUPER STAR
Get set for some serious blasting with this stunningly playable demo from Electronic Arts. The best shoot 'em up on the Amiga bar none!

CU NEWS

A4000 UPGRADES ON THE WAY



Information is already beginning to circulate about possible Commodore manufactured upgrades for the A4000 and other machines. The first of these will most likely be a display enhancer, rather like the Retina card reviewed last issue, which will offer extended resolutions, true 24-bit colour and flicker-fixer capabilities.

This would seem to tie in with the retargetable graphics routines included with Workbench 4, which is now in testing with some developers. These routines will allow any software to take advantage of the extended display options available through the card, and will result in applications behaving on the Amiga more like their conterparts on the Macintosh.

As ever, the release schedule is sketchy, but with Workbench 4 now heavily into its test cycle it will probably be towards September at the earliest.

Unfortunately for music fans there is very little on the grapevine about a DSP module becoming available. The Atari Falcon is finally available in the shops sporting its Motorola 32MHz DSP, and may win some friends in the music industry unless the Amiga soon acquires the capability to compete in this area.

……

ADPRO ON TOAST

Art Department Professional, the high end version of this month's free coverdisk application *Art Department*, has now been upgraded to support NewTek's Video Toaster. *ADPro 2.3* can read and write broadcast quality images in the Toaster's Framestore format. Videographers now have direct Framestore-to-D1 digital video connection using *ADPro's* ABEKAS digital video driver. This is today's most effective means of moving video data to and from the Amiga, and has been used in high profile productions including Quantum Leap and the American Music Awards.

The new 2.3 update also has a direct memory link for *DPaint 4 AGA* and the 24-bit *Opal Paint*. This means that you can have both *ADPro* and your paint program running simultaneously, and work on the same image or animation in both applications, with no need to continually save files from one to be loaded into the other. For further information, contact: ASDG, 925 Stewart Street, Madison, Wisconsin in, 53713. Tel: (0101) 608 273 6585.

THE LAST ACTION HERO

In a surprise move, CU AMIGA can exclusively reveal that Psygnosis have scooped two of the hottest movie licenses of the year. Beating off stiff competition from both Ocean and Virgin, the Liverpool-based software house has snapped up the Amiga rights to both The Last Action Hero and Cliffhanger! Haven't heard of either movie yet? Don't worry, you soon will have! The Last Action Hero is the latest vehicle for Terminator 2 and Predator star, Arnold Schwarzenegger, and promises the usual mix of gags and gunplay as our gun-toting pal plays a one man army taking on a gang of international terrorists. In a twist to the usual hackneyed plot, though, Arnie's character is a fictional figure in a movie within a movie! The other film, Cliffhanger, stars Sylvester Stallone in which the Italian Stallion takes on (surprise, surprise) a gang of international terrorists! Talk about originality, eh?! This time, Stallone plays a mountain tour guide who becomes embroiled in a deadly terrorist bomb plot which involves a race against time to thwart their plans.

Both movies should be out for the summer and are backed by multi-million dollar promotional campaigns. Arnie's even coughed up the readies for a special Last Action billboard to be placed in orbit by NASA's Space Shuttle, making it the first outer space film promo!

MORE SEGA GAMES HIT THE AMIGA

Virgin are currently in secret talks with both Sega and Acclaim and are on the verge of signing an exclusive contract to convert some of the Megadrive's top titles onto the Amiga. This could open the floodgates to such games as *Ecco the Dolphin*, *Terminator 2 – The Arcade Game*, *Joe Montana*, *Tazmania*, *Streets of Rage 2* and *Mickey Mouse's World of Illusion* appearing on the Amiga.

Ecco is Sega's ground-breaking arcade adventure which pits the main character, a dolphin, up against various underwater evils and ultimately a group of particularly nasty aliens. While this may sound a bit 'off the wall', it won critical acclaim from all the big Sega magazines, including sister mag, MegaTech. Meanwhile Sega's partnership with Disney also yielded the massively successful *World Of Illusion*, which stars Mickey and Donald. Apart from its stunning graphics, *WOL* is actually three games in one, with the action dependent on which of the two characters you're controlling.

POWER
TRIES
ITEMS
SCORE

Away from the cute stuff and in the realm of rock-hard action is *Streets Of Rage 2*. This beat 'em up has been a massive hit on the currently *Streetfighter*-starved Megadrive. It features four main characters on a quest to knock seven bells out of the villains in their neighbourhood, armed only with a dazzling array of moves and whatever weapons come to hand. *Joe Montana*, on the other hand, is a spectacular American Football sim to rival even EA's acclaimed *John Madden* game. It features absolutely tons of digitised speech and admirably straightforward gameplay – even for those of us who haven't got a clue about the real life game.

INSTANT REPLAY

Other impressive Sega titles that could find their way onto the Amiga include Acclaim's *Super High Impact Football*, another American footy sim, only this time there's the option to beat up the other team and play dirty, and *Arch Rivals*, one of the most realistic basketball sims ever!

Unfortunately, Sega's flagship title and marketing lifesaver, *Sonic The Hedgehog*, doesn't look likely to appear on the Amiga. The blue hedgehog is most definitely going to stay Sega-specific for the foreseeable future.

CDTV MEMORY FIX

Even though the CDTV was supposed to be 100% compatible with standard Amiga software, this was soon found to be wishful thinking. The incompatibility is nothing to do with new chipsets, processors or graphics modes, but something far simpler – the CD drive. To keep the access speed at a decent rate, a RAM buffer is put aside for the CD drive. This is taken from the 1Mb of onboard RAM, leaving less than 1Mb for everything else. In the event that a game loaded from floppy disk uses the full 1Mb, there's simply not enough memory for it to run.

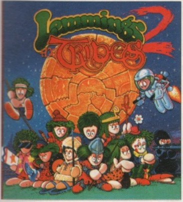
CD Free have a solution in the form of a switch, which disables the CD drive, giving back the buffer to the system. CD Free claim this cures 99% of CDTV compatibility problems. See how it fares when we test it next month. For more info, contact CD Free on 0388 813661.

TV PAINT 2.0

Originally developed for the Harlequin graphics board, *TV Paint* has established itself as the best 24-bit paint package on the market. Now it's been upgraded to version 2.0, and redesigned with Workbench 3.0 users in mind. Improvements now allow you to open up several menu windows at once, zoom the whole screen in and out, and have separate screen and working page resolutions. When used with a pressure-sensitive graphics tablet, the pressure now affects the brush size, as well as the density. Pressure sensitivity can be toggled on or off. Other new features include chalk and crayon modes, blurred transparencies, and improved ARexx control. For further information contact: Amiga Centre Scotland, Harlequin House, Walkerburn Peeblesshire, Scotland, EH43 6AB. Tel: 089 687 583.

SILICA'S SUB-£200 AMIGAS

Have you ever wondered what happened to all those A500s, after they were superseded by the A600 and A1200? Some of them have turned up at Silica, who are knocking them out at a very tempting £199. If you fancy a bit more than the standard 1Mb A500, there's also a 2Mb version selling for just £229, which includes a software bundle consisting of *Zool*, *Pinball Dreams*, *Striker* and *Transwrite*. For more information, contact: Silica Systems, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX. Tel: 081 309 1111.



LEMMINGS HIT THE CHARTS

Lemmings on The Chart Show? It could happen sooner than you think! Psygnosis have joined forces with producers Ian Richardson and Nick Coler (whose previous clients include The KLF), and come up with the official *Lemmings* pop single.

Using samples from the game ('Oh no!', 'Let's go!' etc.), the track works in snippets of rap and soul, throws in a few catchy riffs, and wraps it all up in a bouncy dance beat. For those who think that bit bigger, there's the 12 inch vinyl and CD, which include the extended BeBop and Hamster Jam mixes. How will it fare against the trendy Joey Negro mixes of *Mega-lo-Mania*, recently released from the Sega MegaDrive game?

Mark Blewitt of Psygnosis commented: '*Lemmings 2* is riding high in the Amiga charts and the console charts. The record should do well in the singles chart'. *Lemmings* is released on 4th May on Synthetic Records, available on 7", 12", cassette and CD.

OCEAN SIGN MILLION POUND DEAL

Computer entertainment software is officially B-I-G business! One of the UK's most successful independent games producers, Digital Image Design, have recently signed a SEVEN FIGURE publishing deal with Ocean for exclusive rights to their next six products. Set up in July 1990, DID have already got an impressive list of gaming credits to their name, including *F-29*, *Robocop 3* and the space-combat classic, *Epic*. Gary Bracey, Ocean's Software Director, believes that DID are 'without question the leading light in 3D games development' and that Ocean are now 'well placed to make serious in-roads into the future of CD gaming'. For further info on the next two releases from DID, check this month's First Impressions.

TURNING JAPANESE

The A1200 was recently launched in Japan amid a blaze of publicity and an advertising campaign that embraced all the major computer magazines. Traditionally, the Amiga has failed to make much of an impact in the Land of the Rising Yen, so it's encouraging to see Commodore attempting to break the strangle hold of the PC and consoles with their newest machine. Even Login magazine, the country's top computer entertainment title, has started to cover Amiga games, which can't be a bad thing.

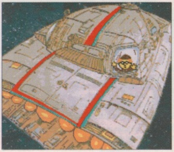
AMIGA 1200
映像シーンにめっぽう強い新世代Amiga登場!
32BIT
¥99,800
mio

MEMORYMASTER 1200

They're coming in thick and fast now – 1200 memory expansions are appearing from all corners of the globe. The MemoryMaster 1200 is the latest to be announced, and hails from BSC in Germany. The trapdoor board expansion comes populated with 1Mb Fast RAM, expandable to 9Mb, and has provision for either a 68881 or 68882 co-processor, should you wish to add one. Further 4Mb ZIP DRAMs can be installed to give a maximum of 9Mb on the board, in addition to the 2Mb internal Chip RAM. For further information, contact BSC on 010 49 89 357 1300.

ALISTAIR IN OUTER SPACE

Nothing to do with the defunct pop group of the same name, Altered Images have just released their CDTV version of *Alistair in Outer Space*, adapted from the Penguin children's book. Aimed at 5 to 9 year olds, it's a 26-page narrated story book, with the added attractions of simple sub-games and a colouring book mode. It's currently available at £24.99, but Altered Images are still on the lookout for a major distribution deal. Interested parties should contact: Altered Images, 39-41 Roff Avenue, Bedford, MK41 7TH. Tel: 0234 340722.



VECTOR CLIPART

There's a whole new concept emerging in the world of 3D computer graphics: raw, unrendered 3D clipart. Instead of solid objects and animations, these are just sets of vectors, which can be used however you like, with the software of your choice. Viewpoint have a massive range of 3D clips available, with large sections devoted to anatomy, cars, animals, aircraft, boats, sport, trains and various miscellaneous items. Viewpoint publish a catalogue with large illustrations of all the clips available. For more info, contact: Viewpoint, 870 West Centre, Orem, Utah, 84057, USA. Tel: 0101 801 224 2222.

»

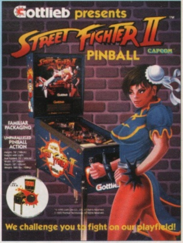
AMIGA CHARTS TOP TEN

Lots of new releases are vying for the top spot in this month's Amiga top ten, but the coveted honour this time around goes to Electronic Arts' *Desert Strike*, straight in at number one.

1. Desert Strike (Electronic Arts)
2. Body Blows (Team 17)
3. Chaos Engine (Renegade)
4. Superfrog (Team 17)
5. Lemmings 2 (Psygnosis)
6. Indiana Jones IV (US Gold)
7. Wing Commander (Mindscape)
8. B17 Flying Fortress (Microprose)
9. Nigel Mansell's World Championship (Gremlin)
10. Sleepwalker (Ocean)

STREET FIGHTER 2 PINBALL

That's right, Blanka, Chun-Li, Ken and co., are all set to star in their own pinball game! Designed by pinball kings, Gottlieb, in close association with Capcom, the new table features the car crunching sequence from one of the sub-games in the original video game. A miniature car is displayed beneath the playfield and this gradually gets crunched up as the pinball crashes into it. Chun-Li's helicopter kick has also been adapted for the table so that players must time their ramp shots perfectly in order to bypass the flipper and sneak by Chun-Li's kick. Watch for it at an arcade near you soon!


Gottlieb presents
STREET FIGHTER II
PINBALL
CAPCOM
FAMILIAR PACKAGING
UNPARALLELED PINBALL ACTION
We challenge you to fight on our playfield!

MICE IN SPACE

If and when the often aborted Discovery shuttle mission eventually launches it will be carrying a piece of history with it. On-board is a piece of technology that has taken Microsoft years to develop. This hi-tech peripheral is a mouse that will actually work in zero-gravity, as well as putting up with all the other rigours of space.

THE COMMERCIAL PROGRAMMER'S GUIDE 2ND EDITION

If you're interested in writing your own commercial games, you'd do well to learn about some of the pitfalls before you go diving in. The 2nd edition of the Commercial Programmer's Guide has just been published, and offers advice on organising your code, developing your ideas into commercially viable forms, dealing with copyright, presenting yourself and your game to publishers, and publishing your own games. It's priced at £9.95 (ISBN: 07457 0155 8). For more info, contact Kuma on 0734 844335.

CALLING ALL CODERS

Have you written a cunning utility, a lightning fast game, or a professional quality application? Do you want to make some money from it? If so, RBF Software want to hear from you. They currently hold distribution rights to the highly popular *OctaMED Pro*, and the genealogy program *A-Gene*, and are on the lookout for new products. As an added incentive, there's a competition being run for the best programs. First prize is an A1200, second is a hand scanner, and third is a portable colour LCD TV. Any submitted programs must be the author's own work, and must not have been released as PD. RBF's policy of keeping retail prices as low as possible has worked well, and if you'd like to get in on the act, send your programs to: RBF Software (CU), 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX, England.

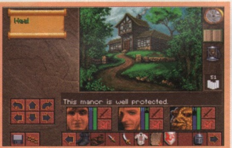
AMOS PRO PRICE DROP

AMOS Professional has just had its price reduced from £69.99 to £49.99. The global economic slump has lead to the drop in price, a measure necessary to keep the user base growing, and keep the AMOS Professional support going. The update disk is also now available, giving A1200 and A4000 owners the opportunity to get into AMOS Pro. The PD update also fixes the bugs which caused incompatibility with earlier versions of AMOS, Compiler and 3D. For more information, contact Europress Software on 0625 859333.

NEW HIGH RES MONITORS

If you've got yourself a spanky new A1200 or A4000, how are you to get the best from your machine's wonderful new AGA graphics modes? New Horizon Computers have just released a couple of new monitors that could just hold the answer. Coming in 15 inch and 17 inch screen sizes, the Vanilla monitors use FST technology to give a flatter picture with minimum distortion. Hi-res graphics will benefit from the 0.28mm dot pitches employed by both models, which combined with an 80MHz bandwidth, should give crystal clear pictures. For more info on the Vanilla range, contact New Horizon Computers on 0989 750260.

WESTWOOD LOOK EAST



Although Westwood Studios have dropped plans for any further Amiga releases, all is not lost. The American-based development company are actively seeking a European partner to convert their PC titles over to the Amiga and are close to signing a deal with a leading UK team. In case you're unaware, Westwood were the creative force behind both *Eye of the Beholder* and *Eye of the Beholder 2*, as well as the well-received graphic adventure, *Legend of Kyrandia*. Their latest game, *Land O' Lore*, is nearing completion on the PC and is already garnering plenty of interest. Utilising the first person perspective, *Land* is almost twice the size of *EOTB2*, and is set in the real world rather than the usual dungeon environment. Hopefully, once a deal has been signed, the Amiga version can get underway soon!

HISOFT ACQUIRES AVR

Well known for their Amiga digitisers, including Mastersound and Clarity 16, and the ground-breaking real-time video/sound digitiser Videomaster, Audio Visual Research have been bought by HiSoft. Development and expansion of AVR's range will continue through HiSoft, who promise new hardware and multimedia products in the future. For further info, contact: HiSoft, The Old School, Greenfield, Bedford, MK45 5DE. Tel: 0525 718181.

ONE FOR THE LADIES

Does your joystick really satisfy? Don't you ever want something just a bit... bigger? Or maybe you're one of those who thinks the base of the joystick gets in the way, right at the critical moment. Well get a load of Logic 3's Free Flight!

This monster of a stick senses movement with a set of analogue optical switches, so there's no need for a base. It was designed by a couple of pilots, primarily for use in flight simulations, but it does have other uses... Contact Logic 3 on 081 902 2211. ***[Photo withdrawn in the interests of decency – Ed]***

FANTASTIC FOOTBALL ACTION!

GOAL!

When it comes to creating action-packed, super playable football games, **no one can** beat Dino Dini, the mastermind behind Kick Off and Kick Off 2, except Dino Dini himself, that is...

Now Dino has surpassed all his previous efforts. Goal! his latest excursion onto the pitch, offers greater depth than any other footie game you've seen.

What's more, it's got a host of features that make getting to grips with the gameplay a delight and mastering it the ultimate challenge.

Goal ! has all you'll ever need - or want - in a footie action game. Just take a look at a few of the unique features:

GOAL!
A GAME BY
DINO DINI
Virgin
GAMES

© 1993 Dino Dini, ℗ 1993 Virgin Games.

- Huge selection of fully editable teams, real player names and kits
- FOUR pitch views - Wembley, Normal, Wet and Muddy - all playable in full and half scale, horizontal and vertical
- Enhanced graphics with better view of the action
- Atmospheric spot sound effects - listen to that crowd roar !
- Superb refined gameplay and computer controlled players
- Every player has 8 carefully selected attributes
- Rewind, Fast Forward, Slow-Mo savable action replays
- Precise control of corners, throw-ins and free-kicks
- Editable cup and league systems
- Arcade challenge mode

BE SENSIBLE, BUY THE BEST FOOTIE GAME THERE IS!

Available on Amiga and Atari ST.

Virgin GAMES

CIAL RESERVE • SPECIAL RESERVE • SPECIAL RESE

AMIGA SOFTWARE

Games marked NOP will not work on A500 Plus, A600 or A1200.
Games marked NO12 will not work on the A1200.

SPECIAL RESERVE TOP TEN AMIGA GAMES OF FEBRUARY/MARCH 1993

PREMIERE MGR
13.49

FORMULA 1 GP
14.99

ENCHANTIA
12.99

SENSIBLE SOCCER
16.99

ZOOL
13.49

STREETFIGHTER 2
18.49

MONKEY ISLAND
13.49

CHAOS ENGINE
16.99

BODY BLOWS
15.99

LEMMINGS 2
19.99

SABRE TEAM
11.49

JAGUAR XJ220
10.99

3D GOLF
13.99

SPECIAL FORCES
13.99

ROBOCOP 3
11.49

STUART PEARCE'S
12.99

LOTUS 3
13.49

LEMMINGS
12.49

EYE OF THE BEHOLDER 2
11.99

AIR SEA SUPREMACY
13.49

FIRST SAM/MEGA
13.49

ADI FRENCH 13-14
16.49

BATTLE OF BRITAIN
13.99

LOTUS 2
9.99

JIMMY WHITE'S
15.49

LURE OF THE TEMPTRESS
14.99

SHUTTLE
14.49

VIKINGS
10.99

SILENT SERVICE 2
12.99

ASSASSIN
11.99

WING COMMANDER
14.99

ELITE
11.99

3D POOL
13.99

NODDY'S PLAYTIME
16.99

3D CONSTRUCTION KIT (WITH FREE TUTORIAL VIDEO)	11.99
3D CONSTRUCTION KIT 2	31.99
4TH 'N' INCHES (US FOOTBALL) (NO12)	8.99
688 ATTACK SUB (NO12)	9.99
A-TRAIN (1 MEG)	22.99
A.T.A.C (1 MEG)	21.99
A320 AIR-BUS (1 MEG)	21.99
ADDAMS FAMILY (1 MEG)	11.49
ADI ENGLISH (11-12 YRS)	16.49
ADI ENGLISH (12-13 YRS)	16.49
ADI ENGLISH (13-14 YRS)	16.49
ADI FRENCH (11-12 YRS)	16.49
ADI FRENCH (12-13 YRS)	16.49
ADI FRENCH (13-14 YRS)	16.49
ADI JUNIOR COUNTING (4-5 YRS)	13.99
ADI JUNIOR COUNTING (6-7 YRS)	13.99
ADI JUNIOR READING (4-5 YRS)	13.99
ADI JUNIOR READING (6-7 YRS)	13.99
ADI MATHS (11-12 YRS)	16.49
ADI MATHS (12-13 YRS)	16.49
ADI MATHS (13-14 YRS)	16.49
ADVANTAGE TENNIS (NO12)	16.99
AFTERBURNER	7.49
AIR BUCKS	17.99
AIR FORCE COMMANDER (1 MEG)	17.99
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, P47, WINGS, CARRIER COMMAND) (NO12)	13.49
AIR, LAND & SEA (688 ATTACK SUB, INDY 500, F18 INTERCEPTOR) (NO12)	22.99
ALCATRAZ	15.99
ALIEN 3	19.49
ALIEN BREED (SPECIAL EDITION) (1 MEG)	8.99
ALVIN'S PUZZLES (6-8 YRS)	13.49
AMBERSTAR	19.99
AMNIOS	8.99
AMOS (GAMES CREATOR)	29.99
AMOS 3D (REQUIRES AMOS)	21.99
AMOS COMPILER (REQUIRES AMOS)	19.49
AMOS EASY (FIRST STEPS TO PROGRAMMING)	21.99
AMOS PROFESSIONAL (MORE COMPLEX VERSION OF AMOS)	41.99
ANOTHER WORLD	16.99
APIDYA	17.49
AQUATIC GAMES	16.99
ARABIAN NIGHTS	15.99
ARCHER MACLEAN'S POOL	13.99
ARKANOID 2	7.49
ARMOUR-GEDDON 2	19.49
ASHES OF EMPIRE	22.99
ASSASSIN (1 MEG)	11.99
AV8B HARRIER ASSAULT	21.99
B17 FLYING FORTRESS (1 MEG)	22.99
BART Vs THE WORLD	19.49
BATMAN THE MOVIE	7.49
BATTLE ISLE	13.49
BATTLE ISLE DATA DISK	13.99
BATTLE OF BRITAIN	13.99
BATTLEHAWKS 1942 (NO12)	10.99
BC KID	17.49
BILL'S TOMATO GAME	19.99
BIRDS OF PREY (1 MEG) (NO12)	22.99
BLUES BROTHERS	8.99
BODY BLOWS (1 MEG)	16.49
BOSTON BOMB CLUB (NO12)	7.49
BOXING MANAGER (NO12)	7.49
CADAVER (NO12)	16.99
CAESAR (NO12)	17.99
CAMPAIGN (1 MEG)	21.99
CAPTIVE 2 - LIBERATION (1 MEG)	19.99
CARL LEWIS TRACK & FIELD CHALLENGE	16.99
CELTIC LEGENDS	11.49
CHAMPIONSHIP MANAGER (1 MEG)	12.99
CHAMPIONSHIP MANAGER 1992/93 (1 MEG)	17.49
CHAOS ENGINE	16.99
CHUCK ROCK (NO12)	8.99
CHUCK ROCK 2	13.99
CIVILIZATION (1 MEG)	22.99
COMBAT AIR PATROL	19.99
COMBAT CLASSICS (F15 STRIKE EAGLE 2, 688 ATTACK SUB, TEAM YANKEE) (1 MEG) (NO12)	19.49
COOL WORLD (1 MEG)	17.49
CORRUPTION (M/SCROLLS)	3.99
COVERT ACTION (1 MEG)	22.99
CRACKDOWN (NO12)	6.99
CREEPERS	19.49
CRYSTAL KINGDOM DIZZY (NO12)	12.99
CURSE OF ENCHANTIA (1 MEG)	12.99
D-GENERATION	11.99
DARKMERE (1 MEG)	16.99
DARKSEED (1 MEG)	20.99
DELUXE PAINT 4 (1 MEG) (HAM MODE & ANIMATION)	54.99
DELUXE PAINT 4 (AGA FOR AMIGA 1200 WORKS IN 256 COLOUR AND NEW 8-BIT HAM MODE)	59.99
DESERT STRIKE (1 MEG)	18.99
DISNEY ANIMATION STUDIO (1 MEG)	57.99
DIZZY PANIC (NO12)	7.49
DIZZY PRINCE YOLKFOLK (NO12)	7.49
DIZZY'S EXCELLENT ADVENTURE (NO12)	15.99
DOODLEBUG	13.99
DUNE (1 MEG)	19.99
DUNE 2 (1 MEG)	19.99
DUNGEON MASTER & CHAOS (1 MEG)	19.49
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COVERDISK 56
THE ART DEPARTMENT

56
AMIGA
THE ART DEPARTMENT
BY ASDG

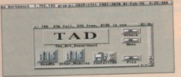
Just switch on your Amiga and insert the coverdisk. Double-clicking on the icon that appears will call up a window displaying the contents of the disk. Most of it is taken up with *The Art Department*, with two separate drawers for the AMOS files and the Virus Checker, so it's easy to find your way around!

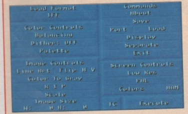
IF YOUR DISK WON'T LOAD

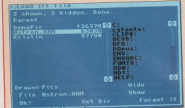
If your coverdisk doesn't seem to work as it should, then follow this simple guideline. Firstly, remove all unnecessary peripherals, such as printers, modems etc. Follow the instructions on these pages to the letter, and if after that you find that the disk still doesn't work, then pop it in an envelope with a covering letter explaining what the problem is to: CU DISK RETURNS, PC WISE, DOWLAIS TOP BUSINESS PARK, MERTHYR TYDFIL, MID-GLAMORGAN, CF46 2YY. Please include 28 pence per disk to cover postage and packing (55 pence for overseas readers). Your disk will be tested and a new, working one dispatched to you as soon as possible.

If your problem is a little more urgent, then call the PC Wise hotline for advice on 0685 350505. The line is open between 1030 and 1230 Monday to Friday. Please note that neither we nor PC Wise accept responsibility for any disks damaged due to negligence on the part of the user.

YOUR QUICKSTART GUIDE TO LOADING DISK 56


Workbench
TAD
The_Art_Department
VCheck
Amos
ReadMe
Other_Modules
InstallTAD
Pics


Load Format
IFF
Color Controls
Balancing
Dither: Off
Palette
Image Controls
Line Art
Flip H V
Color To Gray
R I P
Scale
Image Size
W: 0 H: 0
Commands
About
Save
Port
Load
Display
Separate
Exit
Screen Controls
Low Res
PAL
Colors HAM
TC
Execute


Load IFF File

3 shown, 3 hidden. Done.

DemoPic	136374
Astron.HAM	63838
Kristin	87780

Drawer Pics

File Astron.HAM

Parent
C:
cgfonts:
CLIPS:
DEVS:
DF0:
DOpus:
ENV:
ENVARC:
FONTS:
HD0:
HD1:
HELP:
Hide
Show
Ok!
Get Dir
Forget it

Firstly, switch off your computer and leave it for at least 20 seconds before switching on again. This helps prevent the spread of viruses, should any be present in the system. Then turn on and boot up from the CU coverdisk.

When Workbench appears, double-click on the disk icon (it's called TAD). A small window will appear with loads of confusing icons in it. Don't worry about any of these apart from the big one called The_Art_Department. This is the program, and double-clicking on it will cause it to load.

The Workbench will be replaced by a screen consisting of buttons. Locate the one near the top left-hand corner called 'LOAD' and click on it once. A file requestor will appear giving a catalogue of the files on the disk. Click on the down arrow until the 'Pics' directory appears, then click on it once.

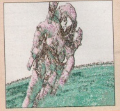
A new directory will be loaded, showing the three demo files on the disk. Two of these files may require more than 1Mb to load, as they are very large. 1Mb users should select the file 'Astron.HAM' (by highlighting it with the mouse) and click in the OK! box.

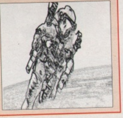
After a brief wait the file will load and be displayed on screen. Click once with the mouse to return to the control panel.

Now let's try an effect. Click on the 'Colour to Gray' box. The image will then be processed, which should take about two or three seconds. To see the changes click in the 'Execute' box. The image will now be displayed in all it's mono glory.

Now try clicking on the 'Line Art' box. Again the process will take a few seconds. Display the image in the same way as before, and you will see that it's all gone horrible. Yes, well, that's what is supposed to happen. This is a very useful feature though, especially when used to prepare artwork for printing and further modification in *DPaint*.

For further details on all the effects and operations, see the main text.



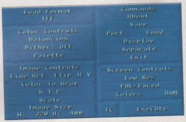


Other magazines rave about it, but only CU Amiga can convince ASDG to give it away totally free! *The Art Department*, as you have probably gathered by now, is a fully-featured 24-bit graphics manipulation program.

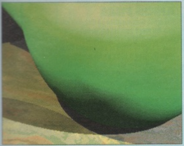
With *The Art Department* you can finally break into the realms of true 24-bit images. It doesn't matter if you don't have a machine to display them on, but it matters when it comes to exporting them to other machines or even just printing them out. *The Art Department* performs operations internally to a 24-bit resolution, which makes for better quality results no matter what colour depth they are finally displayed in.

To load *The Art Department*, simply double-click on the icon and after a few seconds of disk activity, a screen like this will appear.

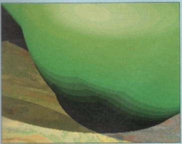
This is the main control panel for *The Art Department*. All of the features of this package are controlled directly from this screen, there are no menus at all.


Load Format
IFF
Color Controls
Balancing
Dither: Off
Palette
Image Controls
Line Art
Flip H V
Color To Gray
R I P
Scale
Image Size
W: 320 H: 400
Commands
About
Save
Port
Load
Display
Separate
Exit
Screen Controls
Low Res
PAL/Laced
Colors HAM
TC
Execute

The controls are all activated by the various 'buttons' on the screen, of which there are two types. The first type are selectors. These are used for choosing one option from the range available, and work by cycling through each possible permutation when they are activated. A good example of this is the colour button. Each time you activate it, a new colour resolution will be displayed.



Both of these pictures are exactly the same apart from one thing – the one above has been dithered in *TAD*. This provides a smoother transition between blocks of colour.



The other buttons actually perform some operation, or call up a requestor which performs some action. The operations take effect on the 24-bit data immediately, but you won't get an immediate display on the screen. To see the changes, you must click on the 'execute' button. This is because all the calculations are made on the raw 24-bit data in memory, which is only converted down to the screen display you have selected when you execute it. This may seem cumbersome, but it means that the integrity of the data is not affected if you choose to display it in 16 colours and then decide you'd rather have a HAM image.

Most standard screen modes are supported, and the software will work on AGA machines, but it will not support 256 colour or HAM8 modes. Some other display modes are supported though, including variants on the Dynamic HAM standard.

That's about all there is to it, the program is generally intuitive and easy to use, but to help you if you get stuck we have bullied ASDG into letting CU readers get a full manual at a discount price – check out the offer on page 17.

LIBRARIES AND DEVICES

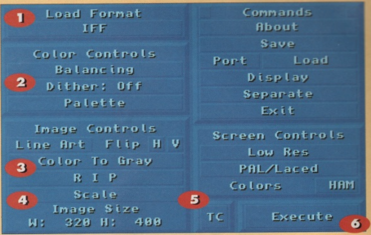
Occasionally on our coverdisk, some programs make use of libraries and other system files which are not normally found on a standard Workbench disk. The result is that these utilities will run fine on the coverdisk, but not if you boot from another disk. The way around this is to copy the required libraries onto your Workbench disk.

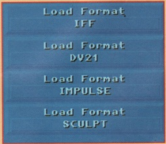
To do this simply boot up from your normal Workbench disk and enter the CLI. Put the coverdisk in Df0: and type –

```
CD DF0:LIBS
COPY  XXXXX.LIBRARY LIBS:
ENDCLI
```

where xxx is the name of the library you wish to install. In future we will tell you if a utility requires special libraries (which you may already have) so you can copy them if you wish.

This month, the virus checker and the doc. file reader make use of the Explode.library, which is to be found on the coverdisk.





① The load format can be selected by simply clicking on this button until the desired format appears. The most common format you will need to use is IFF. This loader handles most Amiga generated files, including *DPaint* pictures, Ham images, AHAM pictures and 24 bit IFF files. There is no need for any further specification. If you are in doubt about the file format, try this one first.

The DV21 loader is for 21 bit images, saved out from NewTek's DigiView. This format was only supported by Digiview3.0 and DigiView Gold. If you have a later version of this digitiser, the files produced will be recognised by the IFF loader.

The Impulse loader is for 24-bit files created, naturally enough, with Impulse and the Sculpt loader cunningly works with Sculpt image files

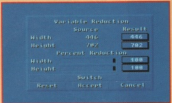
② The colour controls are used to process an image that has been loaded into memory. Clicking on the 'Balancing' button will bring up a requestor. Sliders can be repositioned to adjust the contrast, brightness and individual colour components of the image. These changes will take effect when the image is rendered again.

Dithering can counteract the effect of having a small number of colours on the screen. Areas between solid colour values are shaded with patterns of the two colours. This is particularly effective in raytraced images to make them look more natural. The palette function lets you load, save and edit palettes, or edit them in the usual way.

③ The three effects buttons all perform image processing operations on the data in memory. The first of these, Line Art, will only work on Gray images (in however many shades). It performs a reduction algorithm that produces an outline of the image, effectively unfilling any closed off areas. The process may be repeated more than once for some weird effects.

Colour to gray is a simple effect which removes the colour information from the file. The file is then rendered as a 16-colour gray image. This can be very useful if you are planning to print out the image on a mono printer, as ASDG's controls are more reliable than your preference settings.

The RIP effect does not kill your image, but merely removes 'isolated' pixels, which can be very effective at clearing up 'noisy' images obtained through scanners etc.



Variable Reduction

	Source	Result
Width	446	446
Height	702	702

Percent Reduction

Width	100
Height	100

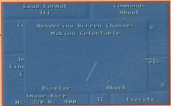
④ The scale button calls up an image scaling requestor. Slider controls can be set to indicate the percentage scale factor, or you may simply enter the numbers in the gadgets to the right.

The switch button swaps between enlarging and reducing the image, with the present and resultant size of the image displayed towards the top of the screen. You cannot set the size of the resultant image, but if the size you require lies between two percentage values, you can always perform the scaling operation more than once. As long as you err on the conservative side there should be no loss in quality of the result.

The image will not actually be scaled until it is rendered, so the operation will not be performed immediately – do not be alarmed if it seems that nothing has happened when you click on 'Accept'.

If you grow bored or decide that you don't really want to make your image three pixels wide and 640 deep, you can always select the 'cancel' option, and all of your scaling operation will be, cunningly enough, cancelled.

⑤ The transport controller button is for use with the Microlllusions Transport Controller. If you have this, you will already know how to work this feature – if you don't, leave it alone.

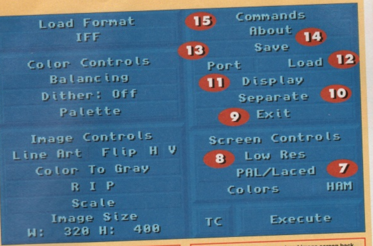


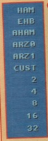
Rendering Screen Changes
Making ColorTable

⑥ Execute is the button which will cause the image currently in memory to be rendered. The image will appear conforming to the current image settings set in the 'screen control' panel, if they are valid. If for some reason an image cannot be rendered an extensive error message will appear, explaining the problem.

If the image is rendered larger than the screen you may scroll around it using the cursor keys. Press the mouse button to return to the control screen.

»


Load Format
IFF
Color Controls
Balancing
Dither: Off
Palette
Image Controls
Line Art
Flip H V
Color To Gray
R I P
Scale
Image Size
W: 320 H: 400
15
Commands
About
14
13
Save
Port
Load
12
11
Display
Separate
10
9
Exit
Screen Controls
8
Low Res
PAL/Laced
7
Colors
HAM
TC
Execute

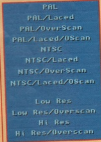

HAM
EHB
AHAM
ARZ0
ARZ1
CUST
2
4
8
16
32

⑦ The colours button controls the number of colours to be used in the image. Just click on it to cycle through the options. Most options are fairly obvious, but some non-standard modes are included.

AHAM is a variation of HAM using 16 base colours instead of just 8. It enhances the quality of the image slightly, but also requires more processor time to display.

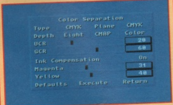
ARZ0 and ARZ1 modes are ASDG variants which allow much greater fidelity but at the cost of even more processor power. These display modes are only useful for certain types of image and may not work on some configurations of Amiga.

It is best to chose a colour resolution that best suits the image – HAM is no good if it's in hi-res mode, ARZ0 is no good if you want to use it as part of an anim.


PAL
PAL/Laced
PAL/OverScan
PAL/Laced/OScan
NTSC
NTSC/Laced
NTSC/OverScan
NTSC/Laced/OScan
Low Res
Low Res/Overscan
Hi Res
Hi Res/Overscan

⑧ The vertical and horizontal resolutions supported by TAD are selected by cycling these buttons. There is support for Hi res, lo res and overscan horizontal resolutions and NTSC, PAL, interlaced and overscanned vertical resolutions. Note that TAD will not allow you to display HAM images in hi-res, even though this is possible with AGA machines. Screens which are smaller than the image area may be scrolled with the cursor keys.

⑨ To quit the program, simply click here.


Color Separation
Defaults
Execute
Return

Type CMYK Plane CMYK
Depth Eight CMAP Color
UCR 20
GCR 60
Ink Compensation On
Magenta 31
Yellow 40

⑩ If you intend to output the image in colour, it may be worth separating it first. This can be done in a variety of different ways including both RGB and CMYK methods. You may use these separations in conjunction with a DTP package such as *Professional Page*.

Grey component replacement and undercolour removal percentages can be specified along with many other parameters.

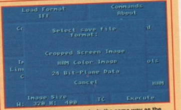
⑪ Display will bring the rendered image screen back to the front. This will only work if there is a current, executed image file stored in memory.

There is really no difference in using this button and paging between the screens with the gadgets at the top of the panel. Full instructions on how to use these wonderful gadgets can be found at the bottom of this column.

12. The load button will bring up a standard file requestor. if you are unsure of its operation, check out the Quickstart guide elsewhere in these pages.

Be sure you have selected the correct loading format for the file you want before trying to open an image. If you are in doubt, try IFF first, as it handles all sorts of different image types.

⑬ Before loading the image can be specified as either a Portrait or a Landscape, effectively rotating the image through 90°. This can be very useful if preparing an image for printing.


Load Format
IFF
Commands
About
Select save file format:
Cropped Screen Image
HAM Color Image
24 Bit-Plane Data
Cancel
HAM
Image Size
W: 320 H: 400
TC
Execute

⑮ The save requestor works in the same way as the load requestor, enabling you to save a file anywhere on any Amiga device available. Before you get to the requestor you must select the type of file you wish to save though. This is usually one of three options.

A cropped screen image is an exact replica of the rendered image as it appeared the last time you executed a display. This will crop the output file to the same size as the displayed image, so any bits which were not fully on screen will be lost.

The second selection is the image in the colour mode it was last rendered at (e.g. 16 colours). Regardless of whether the entire image was able to be displayed on a single screen, all the data will be saved.

The last option is to save the data as a 24-bit IFF. It doesn't matter if the image you loaded was HAM, since *TAD* works to a 24-bit resolution internally, it is always possible to save out a 24-bit file (although this may not be advantageous in all cases).

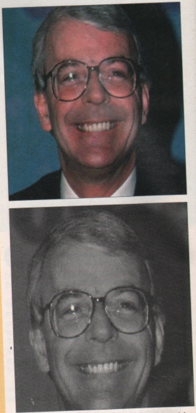
⑯ These gadgets can be used to flip the *TAD* screen forward or backward, the equivalent of using the Amiga-N and Amiga-M key combinations.

Nobody has yet come up with a satisfactory explanation why ASDG didn't just use a standard page gadget in the top right of the screen like every other utility known to mankind. If you click on the top right corner the page will flip anyway, in spite of the lack of a gadget. Maybe there is a lesson for us all there.

AMOS FILES

The Amos files supplied on this disk are provided for use with the Amos instructions in this month's special supplement. The files are of no use to you unless you already have a copy of Amos or you bought CU Amiga last month, when we gave it away on the cover.

To use these files please follow the instructions in the supplement, and remember that the pathname for them is 'Df0:Amos/'.



The Colour to Gray operator is useful for preparing artwork for printing, but can you tell which of these pictures is which?

VIRUS CHECKER

There is nothing to using the virus checker on this month's disk. Simply double-click on the 'VChecker' drawer and again on the program's icon and it will vigilantly and vigorously check any disk that you put into your drives.

This program is an update to the one we gave away on a previous disk. It can now identify more viruses and is less prone to cause trouble when running other applications.

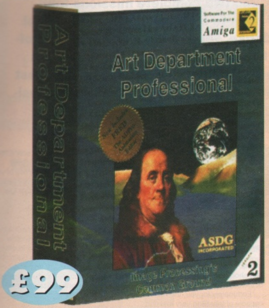
We advise you to install this on your normal Workbench disk and then run it from the startup sequence. For details on altering your startup sequence or using the WBStartup drawer, you should refer to your Workbench manual.

Once again, the Virus Checker program has not been provided with a commodities library (as this causes it to crash if run from WB1.3) so WB2.0 users will see a message complaining that this library is missing. This will not prevent the program from running, and is a problem which is easily cured by installing Virus checker on your workbench disk (which already contains the relevant library).

UPDATE YOUR COVER DISK

SPECIAL OFFER

or buy *Art Department Professional*, *Morph Plus* or other ASDG products at our special reader offer prices.



Software For The Commodore Amiga
Art Department Professional
ASDG Incorporated
2
Image Processing's Common Ground

£99

Morph Plus
Cinematic Quality Visual Effects
For the Commodore Amiga
ASDG

£125

The award winning software from ASDG is available to CU Amiga readers as a special offer. By completing the coupon below you can purchase upgrades, manuals or full product at the prices shown.

Art Department Professional is the recognised product within the Amiga community for image manipulation. *Morph Plus* has been used in major film productions and it was recently demonstrated on a UK television science program. Both come with the CU Amiga seal of approval.

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COVERDISK 57

57
A500, A500+, A600, A1200 COMPATIBLE
CU AMIGA
DESERT STRIKE
1MB
SUPER STAR
Get set for some serious blasting with this stunningly playable demo from Electronic Arts. The best shoot 'em up on the Amiga bar none!

Get ready for some serious blasting! This month's games disk features two complete missions from Electronic Arts' soon-to-be-released strategic shoot 'em up, *Desert Strike*. Take to the skies in a state-of-the-art Apache helicopter, armed to the teeth with deadly Hydra rockets and Hellfire missiles, and blast anything that moves. What more fun could you possibly want?!

If you've always wanted to experience the thrills and spills of a modern military engagement, now's your chance! Thanks to Electronic Arts, we've got a HUGE playable demo of the brilliant strategic shoot 'em up, *Desert Strike*. Already a legend on the Megadrive, the Amiga conversion of the game is an even better blast, receiving a massive 93% and a CU Amiga Superstar when we reviewed it last month. We've got two complete missions taken from the finished game on offer, plus the option to carry on blasting once you've completed your objectives thanks to extra fuel and ammo pick-ups scattered throughout the play area.

Blowing up abandoned military buildings can often reveal surprises. Try it and see.

The game begins with a mission briefing on board a navy frigate. A US intelligence officer (bit of a contradiction there, methinks!) gives a detailed breakdown on your mission objectives and then the scene shifts to your waiting Apache helicopter nestling on the launch pad of the frigate. By wiggling the joystick from side to side, the 'copter's engines can be triggered into life and your craft will slowly rise into the air. And awaaaaay you go...

Controlling a multi-million dollar helicopter isn't as difficult as you might think. The Apache flies at a constant altitude so you don't have to worry about the ground – although high-rise buildings and mountain ranges might cause you some problems.

The game starts here. Wiggle your joystick to get the 'copter to take off.

That's the good news. The bad news is that the occupying army don't agree with your campaign orders and want to stop you dead in your tracks. They'll stop at nothing to try and shoot you and your Apache out of the sky.

Fortunately for you, the Apache is capable of travelling very fast and turning around quicker than the average anti-aircraft gun – if you tell it to! Our playable demo has been configured to work with a joystick, although in the final version of the game you'll be able to choose the keyboard or mouse as well. Pushing the joystick forward pitches the Apache in that direction and pulling back on the 'stick puts the 'copter in reverse. Likewise, pulling to the left rolls the craft in that direction and pulling to the right causes the 'copter to roll right. Holding down the fire button while moving the joystick to the left or right causes the Apache to side slip in the chosen direction.

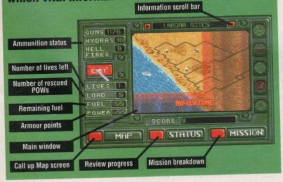
This isn't a solo mission, though, as you have the help of an experienced co-pilot – it's his job to pick up supplies and aim the weapons systems. In the final game, you'll be able to choose your co-pilot from 10 different crew members. This option has been left out in our demo, but the co-pilot you've been given is no mean shot and can be counted on to take out most targets with the minimum of fire power.

ABOUT THE APACHE

The Apache helicopter is a machine dedicated to destruction. Packing state-of-the-art weaponry, the Apache is capable of performing almost any mission – but only if flown correctly. Apart from your flying capabilities, and the expertise of your co-pilot, there are three other factors that affect your performance: fuel, ammunition and armour.

MAP SCREEN

Pressing F10 calls up the map screen from which vital information can be obtained.


Information scroll bar
Ammunition status
Number of lives left
Number of rescued POWs
Remaining fuel
Armour points
Main window
Call up Map screen
Review progress
Mission breakdown
GUNS 1178
HYDRAS 38
HELL FIRES 8
EXIT
LIVES 1
LOAD 0
FUEL 100
POWER 600
1.RADAR SITES
NO-FLY ZONE
SCORE 0
MAP
STATUS
MISSION

FUEL

The Apache can carry a maximum of 100 units of fuel. If the helicopter runs out of fuel it is unable to drive the rotor and falls to the ground like a brick. When your fuel load is down to about 35 seconds worth, you receive an audible warning accompanied by an on-screen message. More fuel can be obtained by picking up fuel barrels. This is done by positioning the Apache directly above the fuel supplies – once this is done, the co-pilot will release a winch to hoist the fuel on board.

Apart from the missions, there are lots of other military targets to take out.

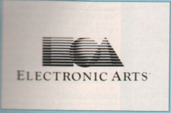
AMMUNITION

You have three weapons available to you: the chain gun, Hydra rockets and Hellfire missiles. To toggle between the three types of weapon, press the space bar. All three are aimed and fired by your co-pilot who should target the nearest enemy, so

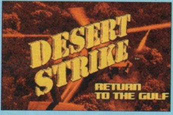
YOUR QUICKSTART GUIDE TO LOADING DISK 57

WRITE PROTECT YOUR COVERDISK!

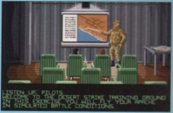
To begin with, make sure your coverdisk is write protected. To do this, open the small black tab on the corner so that you can see through the hole. This will stop you accidentally erasing or writing over data by mistake. Next, turn your machine off for a minimum of 10 seconds. This will make sure that your machine is free of any viruses. Once you've done that, stick your CU Amiga coverdisk in the drive and the game will automatically boot. What could be simpler?!



1 On booting up the disk, you'll see this screen. Nice, isn't it?!



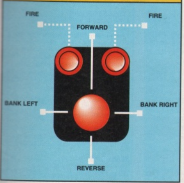
2 After a few seconds, you'll see this. Everything's working fine, so you can relax and limber up for some serious blasting.



LISTEN UP, PILOTS
WELCOME TO THE DESERT STRIKE TRAINING GROUND
IN THIS EXERCISE YOU WILL FLY YOUR APACHE
IN SIMULATED BATTLE CONDITIONS.

3 And voilà! The game proper kicks in and you receive a briefing before the action begins. What could be simpler...

TAKING CONTROL



all you have to do is punch the fire button. Having a good hit rate depends on the skill of the co-pilot.

The chain gun fires a continuous stream of bullets at a target but is not particularly powerful. You'll find yourself hanging around all day trying to destroy some of the game's larger targets. Hydras are unguided rockets that explode on impact with hard surfaces. They follow a straight line from the Apache until they meet the ground or a target. Hellfires are laser-guided missiles that, once released, follow a route to the nearest target. Because of their destructive capability they are best used against heavily armoured enemies. Replacement missiles can be obtained by picking up ammo crates. Again, merely position your 'copter over the supplies and your co-pilot will do the rest.

POWER

The Apache is protected from bullets, shells and missiles by a layer of armour which is measured in power units. The maximum amount of power is 600 units. As the helicopter is hit, this number goes down. When the armour surrounding the Apache becomes so thin as to be life-threatening, you receive an audible warning followed by an on-screen message. You can obtain replacement power points when you drop MIAs at the Landing Zone or by picking up cases of armour.

You have access to a sophisticated on-board computer, called into action by pressing F10 (pressing the fire button returns you to the action). You can get information on any mission target and check the location of resupplies and any enemy gun emplacements.

MAP SCREEN

The map shows the region you're flying in. The Apache is a spinning white cross. Cycle through the targets and items by clicking on the cycle arrows.

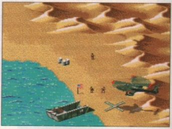
STATUS SCREEN

This gives a report on your progress in the campaign. Each target has either Active or Destroyed next to it. If it's Active, you must destroy it to finish the campaign.

MISSION SCREEN

Every target and object on the map has a file in the mission log. The file displayed at the mission log screen corresponds to the target or object in the text box. To view information on another subject, click on the arrows. Each mission has definite parameters. Use the mission log to discover what has to be done.

Taking MIAs back to the landing site scores armour points.

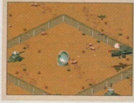


YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...

In all, there are two missions to complete. Each has its own particular dangers, but to make things even more difficult, you've only got one life for both missions.

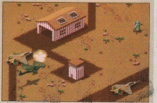
MISSION ONE

Put in the cockpit of a fully-armed Apache helicopter gunship, your ultimate objective is to prevent crazed dictator, General Kilbaba, from developing a nuclear bomb and holding the West to ransom. In our special demo, this involves establishing Allied air superiority, so that future missions can take place in relative safety from ground attack. To do this, it's important to knock out the two radar sites which are highlighted on the map screen. Each site is guarded by a couple of AAA batteries as well as a number of ground troops. Be careful not to get caught in enemy crossfire and keep an eye out for mobile rocket launchers.



MISSION TWO

Once you've taken out the two radar sites, call up the map screen and pinpoint the airfield. Check on your fuel and armour situation and, if needs be, make a sortie to pick up fresh supplies. Next, make a note of enemy gun emplacements so that you don't fly in blind and end up getting shot to pieces. The airfield is very heavily defended, so it's best to sneak up on the AAA and Rapier batteries and destroy them before they can turn around and return fire. Never hesitate to retreat – you've only got the one chopper, so turning tail and legging it out of the danger zone is sometimes the sensible option. If you take several hits and find your armour dangerously low, fly to the Landing Site and drop off any MIAs. This action will restore part or all of your armour points and you can return to finish the job. If possible, make sure you always have an MIA on board, as they act as an insurance policy should you be on the receiving end of a heavy bombardment.



All the planes and buildings have to be destroyed before the airfield is considered destroyed. If in doubt, check the map. If the icon still appears on the map, then at least one object critical to the airfield remains intact.

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Right: The long wait is over, the A2000 replacement is here at last. But how does it shape up against the competition?

The home computer market is hotting up with new releases and price reductions. So it has come to pass that CU have conducted their own consumer research, finding out what all the myriad number of machines have to offer. Now read on...

Which COMPUTER?

It is easy to get so tied up in your own machine that you don't notice what is going on around it in the marketplace. New developments which may dramatically affect your machine are taking place every day.

We thought it might be useful to present a comparison of the machines aimed at the home market and see how they performed against each other in key areas. This report is as unbiased as it could possibly be and all the results and judgements are based on the combined knowledge of individuals who have spent years in the marketplace.

We will start off then with the latest arrival, the A4000/030 machine just released by Commodore in the U.K. as a replacement machine for the A2000. We will also be hearing from other one-stop entertainment/leisure machines such as the new Atari Falcon and the educationalists favourite, the Acorn A3010, as well as seeing how the big boys, Apple and IBM, fare.

We will be judging the machines on all aspects of performance, not just the technical excellence of its circuitry. To succeed as a home computer, a machine has to be capable of further expansion and must have the support of a large number of third party manufacturers, to provide the scope and choice of peripherals and software necessary. The ideal home computer should also be easy to use and yet at the same time allow the user access to customise and change every part of his working environment. Instead of just looking at tables and graphs we will be assessing each machine as a complete solution, which will include the software and hardware which can be added to the basic system. The result is, we hope, the most useful guide to the modern home computer possible.

Well then, get out your banners and flags to cheer on the Amigas, put the half-time hotdogs under the grill and get cracking on the grand home computer face off.

Amiga A4000/030

which
COMPUTER?

So the long wait is over, and finally a replacement for the A2000 steps forward. There has been speculation, suspicion, and nervous murmurings about how such a launch would be managed, how much would be sacrificed for a pleasing price point and whether the new machine could generate enough support from third party manufacturers to make it worthwhile.

In the end it was, as everyone had expected, an '030 version of the Amiga 4000, henceforth to be known as the A4000/030, which rather mucks up our score boxes. The A4000 junior is exactly the same as the the much loved A4000/040, launched in October, with the single exception of the processor board. As you may remember from our exclusive review of the A4000, the new Amiga boxes have a processor slot into which the main processor card is placed. Simply then, the A4000/030 is the A4000 as was with a slightly less powerful processor card.

There are two major advantages to this. Firstly, for Commodore (and indirectly for us) this is a cheaper way to manufacture machines. The boxes are churned out and the cards are added later. This means that CBM can almost instantaneously switch production from one type of machine to another. There is an economy of scale involved too, resulting in reduced costs for raw components, packaging and so on. The result, a cheaper machine to manufacture.

The other main advantage, which is a bonus for us rather than them, is that the A4000/030 is completely hardware compatible with its big brother. That means no compatibility problems. It also makes the upgrade path a lot easier. All that would be required to gain the full power of the 4000/040 would be to whip out the '030 card and replace it. It probably won't be long before some suppliers begin operating a 'swap-shop' service for upgraders.

PROS:
- Nice Box
- AGA chipset
- Advanced multitasking OS
- Cheap upgrades
- Cheaper than A3000!

CONS:
- No DSP
- No MIDI ports
- No SCSI port
- Clumsy Workbench

SO WHAT DOES IT HAVE?

The main features of the A4000/030 are the same as the '040 version, the only difference being speed. The new machine has all the custom ships associated with the AGA chipset, giving it all the new screen modes, including super high resolution modes, and an extended colour palette. This allows up to 256 colours in any screen mode, yet still supports the old HAM mode (which can now operate on a high-res screen).

It also sports an IDE controller interface with an installed IDE hard disk. There is still no SCSI option available , but you can always buy a controller card to fit in one of the four Zorro III expansion ports.

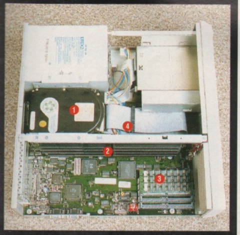
The machine comes with an installed version of Workbench 3 (all six disks of it), exactly the same as the A1200 HD. There are a few updates to the Workbench, but most of them deal with support for the AGA chipset and a few tweaks here and there.

PRICE/POWER

Coming in a handful of small change below the psychologically big £1000, the A4000/030 lines up quite impressively against the likes of the Falcon. For a start the '030 on this baby runs at 25MHz, not the shabby 16MHz of the Falcon. Although we haven't had time to put it through rigorous tests ourselves yet, it comes in at around twice the speed of the Falcon.

USER INTERFACE

Workbench 3 is included with the new machine. It's just as well that there is a hard drive to put it on, because the six disks are fairly unwieldy. Perhaps it is time that Commodore had a think about making a bigger ROM. The rest of the interface is as we all remember it, with a few extended preferences to take advantage of the new AGA screen modes. Nothing new really.



1) The IDE drive which comes as standard on the new A4000/030. 2) The ZorroIII expansion slots, now in a horizontal orientation. 3) The RAM chips, 2Mb Chip and 2x1Mb SIMM modules of Fast RAM 4) The processor board is under here.

SOFTWARE

It remains to be seen how compatible in terms of software this new machine will be. It should run everything that will run on the A4000/040, and probably a few more things. The software which directly supports the AGA hardware is rare at the moment. The only major packages that handle the new screen modes are *ADPro*, *Personal Paint* and *DPaint IV AGA*.

EXPANDABILITY

Four ZorroIII slots (which are the multiplexed version of the old ZorroII slot) provide enough room for a SCSI card, a graphics card and a modem. What more do you need?

WHY NOW?

Some people may be wondering why it is that, since there is no new technology on the A4000/030, it was not released before now... before the '040 version perhaps.

Well, there are a number of reasons for this. Historically Commodore have never been very good at sitting on new technology – they like it to be out earning money as soon as possible. Since the limiting factor in the design span of the machine was more than likely the main board, the one with all the custom chips, and not the processor board, it is very likely that when it was finally ready for launch either version could have been chosen – it wouldn't have been quicker to release an '030 version.

A joint launch would have been a bit on the brave side. It is hard enough convincing people that they need one of your new machines without complicating the issue with lots of different models. At the time the A1200 was due to be launched too. Another mid-range machine would have been too confusing, especially in the pre-Christmas money making period.

Another factor may have been the desire to make sure the product was right and went out at the right price. To fill the shoes of the A2000 is a tall order. The A3000 sales were insignificant compared to those of the A2000, the machine traditionally used by professionals and the more dedicated enthusiast. With the market now in quite a period of flux, mostly due to the falling prices of PCs and Macs these decisions require a lot of contemplation.

Cynics may claim that Commodore just wanted to clean up with the higher priced machines before introducing a cheaper alternative – but here at CU Towers we're not cynics, we prefer the term 'realists'.

There is no shortage of cards for the Amiga that do everything from add a tape streamer to driving Computer Numeric Control milling machines. It would be hard to come up with any hardware device which cannot be connected to the Amiga at all (although you may have to write your own driver software).

CONCLUSION

The A4000/030 is a worthy sucessor to the A2000. In real terms the price of the 'boxies' has come down considerably since 1987. The processing power and the graphics ability of the 4000/030 really show up other '030 machines.

Price £999. Supplier: Indi Direct, 0543 419999

»

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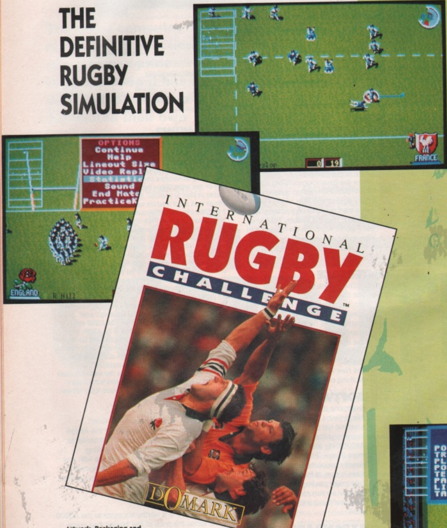
FRANCE
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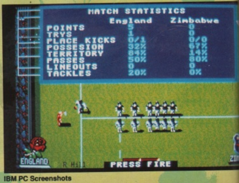

```
        MATCH STATISTICS
             England    Zimbabwe
POINTS       5          0
TRYS         1          0
PLACE KICKS  0/1        0/0
POSSESION    32%        67%
TERRITORY    84%        14%
PASSES       50%        80%
LINEOUTS     0          0
TACKLES      20%        0%
```

ENGLAND
R Hill
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IBM PC Screenshots

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DOMARK

Acorn A3010

which
COMPUTER?

The Acorn A3010. Having conquered the education market, Acorn now want to take over the family market too.

The A3010 is not an Amiga, in spite of the nomenclature. Acorn's propensity to label their Archimedes with 'A' at the beginning has caused a bit of trouble in the past, especially with the A3000. But the machines themselves could hardly be more dissimilar in their approach.

There are two major differences separating Acorn's A3010 from the rest of the machines we are looking at here. The first and most important of these is the processor.

PRICE/POWER

Instead of subscribing either to the Intel or Motorola camps, Acorn have designed their own processor. More than that, they have designed a different kind of processor. The ARM2 processor is what is known as a RISC Chip (Reduced Instruction Set Computer), which has rather a lot of advantages over conventional processors. Essentially it comes down to a trade off between speed and operational complexity. Acorn's design forsakes the higher level functions such as MUL (the 16-bit multiplication operation) for a more efficient execution cycle, with all instructions taking one cycle to perform.

This may at first seem like a retrograde step, but it actually applies modern semiconductor design to a simpler set of instructions as may have been used in the early 80s. The result is a chip which executes intructions a great deal faster than you would expect. The ARM2 clocks in at around 8 MIPS, compared to around 7.5 MIPs of an A1200 running a 68030 processor. The added advantage is that the ARM chip is cheaper to manufacture than the '030.

Already major manufacturers such as Apple and IBM have become interested in RISC architecture. Acorn could make a tidy living from just licensing production, but they have a commitment to the education market.

The second factor which sets the A3010 miles apart from the other machines under review is the ROM.

PROS:
- Relatively cheap
- Unbeaten on performance/price ratio
- Excellent educational software
- Reasonable sound
- Good user interface
- Flexible video modes

CONS:
- Small software base
- Not very expandable
- Expensive Hard Drive options
- User Interface not customisable

USER INTERFACE

Unlike most personal computers, no part of the system software comes on disk, it is all contained in a 2Mb ROM. This not only includes all the software for the Archimedes WIMP system, but also all the printer drivers, fonts and libraries that Amiga users seem to be forever shuffling between floppies.

This results in a machine which you can use without having to resort to the disk drive. A host of simple applications are also supplied on ROM, including a word processor and paint package. This means that a file format standard is set not by convention, but by a compatibility necessity, forcing software houses to support the packages bundled in the ROM. The RISC OS3 operating system does multitask, allowing many applications to be active. Memory allocations can be altered by calling up the task management window, which allows memory resources to be assigned at the click of a button. Due to font and library access in ROM, a larger amount of the System's RAM is available for applications.

SOFTWARE SUPPORT

There is more software than you might think available for the Archimedes. Okay, a disproportionate amount of it is educational software or, that dreaded word, edutainment, but there are also accounts packages, DTP systems, databases, multimedia applications. Acorn themselves produce a catalogue of currently available hardware and software – a 170-page A4 directory covering every product known to them.

The games scene on the Archimedes is fairly slim, although this may change as Krisalis, better known for their Amiga titles, are undertaking the task of doing Archi conversions. Titles such as Lotus may be only the tip of the iceberg.

EXPANDABILITY

Only the higher models of the Acorn series, those aimed at business user or school fileservers, include a SCSI interface, but all models do have an expansion port.

Many familiar expansions are available – scanners, SCSI ports, MIDI adaptors, sound samplers and even genlocks. The price comparisons vary against their Amiga counterparts. MIDI interfaces are around £70, genlocks around £250, but a SCSI adaptor is only £99.

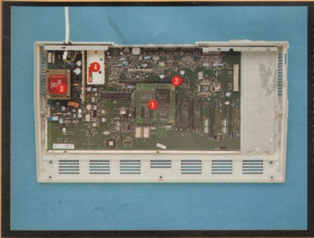
There is a more or less equal range of devices available, but there is perhaps not the same amount of choice – width not depth in the Archimedes market.

CONCLUSION

A fast and impressively capable machine, but somewhat lacking in support. Acorn do a very good marketing job with their machine and support their users well, something which perhaps should be taken on board by companies more usually mentioned in this magazine.

For education this machine is the only serious choice, but until more interest is shown by third party companies in developing more software and hardware it is not going to be as well supported as the majority of users like their platforms to be. An excellent choice for those wishing to study at home though.

Price: £499 Contact: Acorn Computers, 0223 254254



1) The ARM2 RISC board comprises four chips which give this machine its amazing speed.
2) The expansion capabilities of this machine are somewhat limited, but further expansion ports may be added externally.
3) The internal power supply is more than sufficient for all system needs.
4) The Acorn machine has a TV modulator in addition to a standard VGA monitor connector.

»

Amiga A1200

The Commodore Amiga A1200 sneaked into shops with hardly a whisper, and yet it seems destined to be the top selling home computer for years to come. Although it may seem to be nothing more adventurous than an A600 suffering the addition of a numeric keypad, technically it's a great leap forward for the Amiga.

Fears that the all-singing, all-dancing AGA chipset was going to be limited to the more high end A4000 series were proved unfounded, as the A1200 offers the next generation features and a reasonably fast CPU at a bargain price.

PRICE/POWER

Looking solely at the Amiga's CPU can sometimes give a false impression of what is going on under that white plastic exterior. For example, although the A1200 sports a 14MHz 68020, the custom chips which govern the video and sound capabilities help boost the overall performance considerably. As a result the A1200 compares very favourably with similarly priced 80286 and 80386 based PCs.

Graphically, the A1200 is streets ahead of PCs as it offers video modes which can provide more colours and more detail – without resorting to any form of extra video card. The new AGA chipset offers modes as high as 256 colours from a 16 million colour palette (like SVGA) but also provide a special HAM8 mode which offers pseudo-18 bit colour.

Furthermore, the A1200 can operate directly with a television set or video recorder. To do this on most other computers requires costly extra hardware.

Although most fans were disappointed that the new range made no improvements to the audio capabilities – four channels of 8 bit PCM sound – the Amiga can still outplay most add-on cards for the PC.

PROS:

Very cheap, especially beside a PC.

Excellent video modes with no extra hardware.

Good sound.

Superb user interface.

Easy to expand: hard drives, memory and fast processors readily available.

CONS:

Only one trapdoor expansion slot.

Labelled as a 'games machine' despite excellent capabilities.

CPU not exactly state-of-the-art.

Only machine here without a High Density floppy drive

If more than simple expansion is planned, the A4000/30 is a better buy.

Furthermore, Commodore are known to be looking to make a DSP available for the Amiga, and although it is not certain whether the A1200 will benefit, the future is looking bright.

USER INTERFACE

While other systems have struggled with command line interfaces, the Amiga has always had the Workbench as an integral part of its make up. Over the years it has grown from a tacky looking orange and blue lumbering beast into a very svelte grey and blue masterpiece of 3D bevel-look design.

Probably the only mass-market operating system which truly multi-tasks, the Workbench is an amazing piece of software. All Amiga application packages take advantage of this platform to provide an easy to use, infinitely adjustable and very stable user interface. Advanced features include the interprocess language ARexx, which can link several multitasking programs together.

Later versions will include 'retargetable graphics' to provide seamless support for high performance video cards.

SOFTWARE SUPPORT

Because of the way it has been marketed in this country, the Amiga is seen first and foremost as a games machine – and this means there is a huge range of high-quality leisure titles available. The Amiga's hardware can handle fast graphics and digitised sound with ease, although it is fair to say that the best has yet to come when A1200/A4000-only titles start to appear.

Business software is not quite so common, although the number of word processing and desktop publishing packages are well into double figures. The better DTP packages offer all the facilities of their non-Amiga counterparts, with the added advantage of running on Workbench.

Video and graphics support is of a very high standard, with many professional quality image rendering, processing and animation packages available. The Amiga probably handles Presentation graphics better than any other computer can.

There are an increasing number of music sequencing programs – as well as 8 and 16 bit sound sampling packages – starting to appear, which when combined with the excellent video support makes the Amiga 1200 the most accessible multimedia machine yet.

EXPANDABILITY

Due to the incredible popularity of the A500, there are many Amiga peripherals designed to interface directly with the serial, parallel and video ports of the A1200 – including MIDI interfaces, hand scanners, digitisers and genlocks.

The A1200 also sports a PCMCIA slot, and although at the moment peripherals are limited to 2Mb or 4Mb RAM expansions, more are promised. As PCMCIA is a cross-platform standard, cards developed for other machines should work without modification. Underneath the A1200 a 'trap door' is present which can be used to add more exotic hardware. At the time of writing, a memory/co-processor board and a 68030 accelerator card are available, with a SCSI interface imminent.

An IDE hard drive can be connected directly to the Amiga, and other internal connections offer the prospect of yet more memory expansion. Indi Direct can supply machines with pre-installed hard disks without invalidating the WANG warranty.

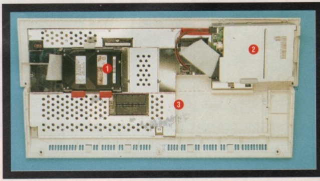
CONCLUSION

With the AGA chipset, this new Amiga is said by many to be destined to become the Commodore 64 of the 90s. Building on the large amount of Amiga software already available, superb video games will only scratch the surface of its potential.

Price: £399 Contact: Indi Direct 0543 419999

which
COMPUTER?

The A1200 is quite a powerful machine, but does its lack of expansion capability severely threaten its chances?



1) The IDE hard drives can now be fitted without invalidating your warranty.
2) Unfortunately the A1200 comes with a nasty 880k disk drive instead of the High density model that all of the other machines shown here are using.
3) The trapdoor is very nice, but there is only one of them.

Atari Falcon

The '030 Falcon is now the flagship of the ST range, but is it a question of too little too late? As with the STE, it seems that Atari have taken a long time to catch up with the rest in terms of hardware performance. The Falcon is the first machine in the ST range to use the Motorola 68030 chip as standard, arriving even as Commodore launched the A4000 with its much faster processor.

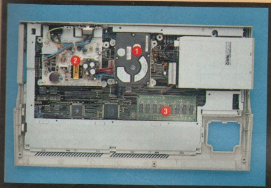
There will probably be some third party accelerators in the near future, but it isn't exactly the white heat of technology.

The thing most people are concerned with is the DSP chip though – at present the Falcon is the only home computer to include such a device.

PRICE/PERFORMANCE

Price is where the Atari suffers badly. It appears overpriced in a market where all it has to offer is a crippled 68030. The full benefit of the processor is not realised because the memory is organised in 16-bit packages.

The '030 is only a 16MHz variant, with a performance claimed at 3.84 MIPs. This does not compare exceptionally well with the 2.1 MIPs of the A1200. A decent '030 processor should be turning in around 7 MIPs. The gap between the Falcon's performance and the A1200 could be even narrower, considering the latter's 32-bit redesigned custom DMA chips.



1) Atari have sensibly opted for a SCSI hard-drive interface, which can also accept many other devices. 2) The power supply may look a bit rough and ready – but it works. 3) The standard Falcon comes with only 1Mb of memory – not enough to make proper use of the multitasking capabilities of the machine or the DSP chip.

The Falcon will support an additional 68881/2 FPU, but again this will be clocked at 16MHz, a very pedestrian speed, especially since the co-pro boards for the A1200 are already running at 50MHz.

The only thing really going for the Falcon is the DSP chip. The DSP is a Digital Signal Processor, which is capable of 16 MIPs of operation at a speed of 32MHz. The DSP will be initially used for high quality audio work, but can also help with video and high speed communications. It will be interesting to see what the third party manufacturers make of it.

Unfortunately for the music ambitions of the machine, at £999 for the 4Mb version (which is the minimum needed to use the DSP properly) it is already more expensive than many dedicated samplers and effects boxes.

USER INTERFACE

The Falcon still struggles on with TOS. This is the Multitasking version of TOS, cunningly called MultiDos, which provides similar features to AmigaDOS, though without any equivalent of ARexx. It is a significant advance over the old TOS, and in many respects is more powerful than either Windows on the IBM PC or System 7.0 on the Apple machines, but still sticks to the quirky old TOS principles. Task switching is not as easy as on the Amiga and task priorities are decided by MultiDos alone.

The screen mode goes up to Super VGA standard – 640 x 480 in 256 colours. This is obviously less than the Amigas are capable of, but is of the same standard attained by the other machines under test.

which
COMPUTER?

The Atari Falcon was supposed to take the market by storm, but Atari's lack of cash have prevented big marketing spends.

SOFTWARE SUPPORT

Although there is plenty of ST software available which, at this early stage, seems to be entirely compatible with this new machine, there is yet to be any significant packages released which will take advantage of the new capabilities of the Falcon. It seems that the Falcon will attain a much better backward compatibility rate than the Amiga did when the A500+ was launched (and the A1200 and the A4000).

PROS:
- DSP chip
- True Multitasking
- Reasonable expandable
- SCSI as standard
- MIDI as standard

CONS:
- Limited to 256 colours
- 16-bit RAM
- Slow processor clock speed
- It's an Atari
- Poor configuration options
- Memory upgrade limited

EXPANDABILITY

With a SCSI port as standard there is no problem in adding external storage devices such as hard drives and tape streamers. The back of the Falcon also sports a MIDI port (as did all previous STs) and a LocalTalk compatible LAN port. There is no doubt that the Falcon is well connected when it comes to expansion.

There is even a special DSP port, which allows the DSP direct access to the outside world. One of the possible future expansions for this port would be a high speed modem. As most of the modem function would be handled by the DSP, such a unit would be relatively cheap. A fax device would be almost just as easy.

The Falcon will have the same standard of hardware support as the ST did, but with some of the less committed ST suppliers having moved out of Atari peripherals, it seems unlikely that they will tool up again just to support this new machine unless it starts selling in large numbers.

CONCLUSION

The Falcon is certainly a nice machine. It is the only home computer with a DSP chip as standard which could win it a large number of friends in the music business. It does have its share of disadvantages too.

The first of these is the price. Its performance doesn't match up to the other contenders in the price range, even if it does have the DSP. It is rather silly to sell the machine in a 1Mb configuration. In this amount of memory it is impossible to multitask effectively or make any significant use of the DSP – the only two reasons for many Atari owners to upgrade.

It may prove to be a useful tool for musicians and it does have a rather large software library to build on which may tempt existing ST owners to upgrade.

Perhaps the real testing ground for the Falcon will be in the DSP upgrade market. If software and peripherals can be manufactured quickly and cheaply enough a new wave of Ataris may appear in music studios up and down the country.
The tremendous advantage of the DSP chip could be undermined if Commodore manage to get their act together and produce a DSP card for the A4000s (although this would obviously suffer the same price problems when competing against music studio equipment).

In the end the Falcon is not a complete solution, you would need more than the basic model to be able to achieve anything useful (rather as the A1200 really needs a hard drive if you want to do anything but play games), so the pricepoint is a little misleading.

Price: £599/£999 4Mb Contact: Silica, 081 309 1111

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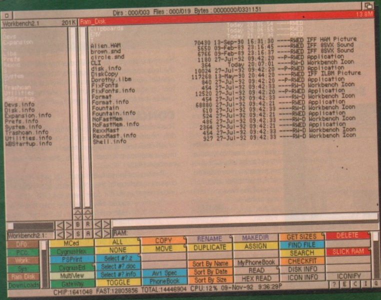

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Workbench2.1   201K  Ram_Disk                                                          13.8M
C                    Clipboards                  Today 20:06:54 ----RWED
Devs                 ENV                         Today 20:06:55 ----RWED
Expansion            T                           Today 21:27:34 ----RWED
L                    Alien.HAM           70430 13-Sep-90 16:31:30 ----RWED IFF HAM Picture
Libs                 brown.snd            5650 09-Feb-89 23:16:45 ----RWED IFF 8SVX Sound
Prefs                circle.snd           6766 09-Feb-89 23:16:37 ----RWED IFF 8SVX Sound
Rexxc                CLI                  1180 27-Jul-92 09:42:20 --P-RWED Application
S                    disk.info             364     Today 20:07:01 ----RW-D Workbench Icon
System               DiskCopy            10024 27-Jul-92 09:42:20 --P-RWED Application
T                    Dorothy.ilbm       117268 13-May-90 20:44:20 ----RWED IFF ILBM Picture
Trashcan             FixFonts              840 27-Jul-92 09:42:20 --P-RWED Application
Utilities            FixFonts.info         454 27-Jul-92 09:42:33 ----RW-D Workbench Icon
WBStartup            Format              12520 27-Jul-92 09:42:20 --P-RWED Application
Devs.info            Format.info           454 27-Jul-92 09:42:33 ----RW-D Workbench Icon
Disk.info            Fountain            68880 27-Jul-92 09:42:21 ----RWED Application
Expansion.info       Fountain.info         610 27-Jul-92 09:42:33 ----RW-D Workbench Icon
Prefs.info           NoFastMem             524 27-Jul-92 09:42:21 ----RWED Application
System.info          NoFastMem.info        486 27-Jul-92 09:42:33 ----RW-D Workbench Icon
Trashcan.info        RexxMast             2364 27-Jul-92 09:42:21 ----RWED Application
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WBStartup.info       Shell.info            927 27-Jul-92 09:42:33 ----RW-D Workbench Icon
Workbench2.1:        RAM:
CHIP:1641048 FAST:12805856 TOTAL:14446904 CPU:12% 09-Nov-92 9:36:29P
```

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IBM PC compatible computers

which
COMPUTER?
GoldStar

IBM compatible machines have dominated the business world for years and now with prices falling daily they are threatening to invade our homes as well.

For years the IBM compatible Personal Computer (or PC) has been confined to huge clunky boxes and running word processors and spreadsheets. Recently this has started to change, with more and more home users buying PCs, tempted by the dramatic plummet in prices. So far this year, more than 300,000 PCs have been sold.

Hundreds of manufacturers produce PCs and peripherals, with even Commodore starting to get very good at it. All PCs use CPUs developed by Intel (or a compatible chip from a competitor) and the most common are the 80286, the 80386 and the 80486. With the drop in prices and ever-increasing need for more processor power, no-one buys a 286 these days, and no-one with sense buys a 386 either.

SET UP

A typical PC set-up includes: the CPU with 4Mb of RAM in a desk top or tower configuration case, a separate keyboard, a large hard disk, a 3.5 inch high density floppy drive, an SVGA video card and monitor, a mouse and a copy of MS DOS and Windows.

For a 486-based computer this set-up can be bought for just under £1000, and for a 386 under £800. Portable PCs are also available which offer the same facilities (minus some expansion) with a mono LCD or Plasma display for about the same price.

PRICE/POWER

The better 386s and the 486 range of chips provide a formidable amount of raw processing power – but they need to as they have little in the way of co-processors to help them.

The PC was originally designed to have no more than 640K of RAM, and even today this limit can cause problems – adding more memory to a PC requires extended memory, expanded memory and high memory to break the limit.

The SVGA video cards provide excellent displays, but for photo-realistic results an extra video card will be needed. A monitor is considered a standard requirement, and there is no provision for connecting the video signal to a TV or video.

Sound is limited to simple beeps, although sound cards (such as AdLib compatible systems) are themselves now a standard.

USER INTERFACE

PCs use MS DOS – a command line interface of considerable power and complexity. In order to alleviate this barrier to user-friendliness, Microsoft developed Windows. Now the law suits have died down, it's safe for me to tell you that Windows is just like the WIMP system known and enjoyed by Mac and Amiga owners – and just about every computer.

Running Windows on a PC requires at least a 386 with 4Mb of RAM to do it properly, and a large chunk of hard disk space. Using Windows with processor intensive operations is not recommended, as Windows itself requires a large system overhead.

Windows runs 'on top of' MS DOS, and is therefore neither startlingly fast nor able to offer proper multitasking.

GREAT EXPECTATIONS

A new version of Windows which runs on the hardware directly has been coming 'real soon now' for quite some time, but it is unclear exactly how popular it will become. OS/2 was supposed to revolutionise the PC world, and although it is a remarkable operation system, it has so far failed to attract users in any large number.

PROS:

Quite cheap considering a monitor and hard drive are as standard.

Vast software library available.

Lots of hardware to choose from.

CONS:

It's still tied to yesterday's technology.

User interface is nothing special.

Products are aimed at business users are not cheap.

<<ends>>

SOFTWARE SUPPORT

Software is the PC's forte, for if you can't get a program to do what you want on a PC then the program hasn't been written for any computer. All manner of serious software is available, although the biggest growth area has been leisure titles. Most, if not all, the games packages available for the Amiga are also available for the PC – check out the displays in your local software shop.

Audio and video applications are also available, but the PC still has to succeed in the world of multimedia. This is mainly due to the lack of standards in video and audio hardware, but this could be solved soon. Multimedia 'workstations' are available as complete solutions, but they tend to be pricey.

EXPANDABILITY

PCs come with sockets for expansion cards as standard, and there are many ways to take advantage of them. Modems, hard cards, video cards, sound cards, fax cards – a flick through a PC mag will start your credit card pounding.

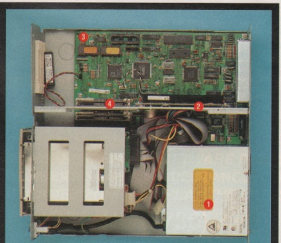
Careful choice of the PC at the outset will also allow the central CPU to be upgraded, either by moving up to a 486 or improving from an SX chip to a DX.

CONCLUSION

The PC will be with us for years to come, with regular processor up-dates and software to match, simply because it is the most popular computer on the planet. Unfortunately the 'glad to be grey' set also leave themselves open to exploitation by the software houses who charge ridiculous sums of money for the applications software. This is in some ways understandable as programming any 'adventurous' application on the PC means wading through levels of archaic system architecture.

Conservative if not downright boring, PCs are not easy machines to use. Their user interface is clumsy, and in the constant search for 'backward compatibility' genuinely new and exciting software and hardware products are, unfortunately, few and far between.

Price: starting around £800 for 386 with VGA Contact: Various – buy a copy of PC Review for more information. »



1)The chunky PC power supply will also provide power for any extra drives or expansions connected.
2)Expansion coards plug into this daughterboard , in much the same way that cards are added to the A4000.
3) The main board of the PC includes an Intel 8080 series chip, the main rivals to Motorolas 68000 series.
4) RAm is usually added as SIMM modules on the PC.

» Apple Macintosh Classic II

The recent price reductions in Apple hardware have spearheaded a new push into the home market. There are a few models which are within the scope of this review, including the lower model in the Performa series and the LC II as well as the Classic.

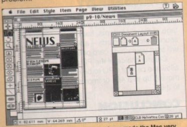
Macintosh have always seen themselves as innovators, directly threatening IBM in their astounding ad, directed by Ridley Scott, which aired only once at half time in the Superbowl – the most expensive TV ad slot anywhere in the world.

The threat was made – 'Find out why for you, 1984 won't be like 1984', but Apple have failed to live up to their early expectations. Whilst it is true that the Macintosh is the only serious rival to the IBM PC at the business side of the market, it still has a fairly pitiful market share.

Traditionally though, the Macintosh is the easiest machine to use. The mouse only has one button, and the user only needs one braincell to know when to press it.

PRICE/POWER

Macintosh equipment has also been traditionally overpriced. That is not a charge which is easy to justify any more. Prices have fallen, and systems have become more useful, but speed is still a problem.



Applications such as *Quark Xpress* have made the Mac very popular in many niche markets.

The Macintosh Classic II is an '030 based machine, though you could be fooled into thinking it contained a plain 68000 chip. The main problems with the Macintosh is that the processor is expected to do almost everything. There are a few custom chips, but nothing to the level of the graphics chips on the Amiga and Falcon.

Another problem for the Mac is that most of the system software must be stored in RAM. Particularly with System 7, large chunks of memory are taken up with fonts and 'system extensions' – the files and utilities required to run the OS properly. A typical memory overhead is around 1.3 Mb – a fairly large overhead on a machine which comes with only 2Mb as standard.

USER INTERFACE

The Mac is widely hailed as the idiot-proof machine. It's quite true that even rabid technophobes can pick up the basics in a matter of hours rather than days.

That doesn't mean there aren't some problems though. Many users feel restricted by the tyrannical Wimp system. Unlike the PC and Amiga, it is impossible to play around with files in the same way. You can't access files without using an application. All files are tied to the applications which created them and it can be a problem swapping information between two programs. It is also a bit slow, especially screen updates.

SOFTWARE SUPPORT

There is about as much software available for the Macintosh as there is for the IBM PC. Most of the software tends to be in the niche areas – word processing and DTP, but plenty of business software is available. There is a games scene on the Mac, although it is not as prolific as even the PC market. There is a minimal amount of Public Domain software too.

Unfortunately most of the software tends to be rather expensive. The premise seems to be that if people can afford the machines, they can afford overpriced software to make them work.

PROS:
Easy to Use
Fair graphics capability
Good software support

CONS:
Expensive to support
Can be frustrating

EXPANDABILITY

Macs do come with a variety of external connectors, including AppleTalk and SCSI ports. Unfortunately expansions such as extra memory, extra floppy drives, accelerators are all the sorts of expansion which has to be carried out by dealers. The Classic II has limited expansion bus capabilities, but the LC model is capable of handling almost anything you can throw at it – if you have the money.

The dealer-install policy has rather put off third party manufacturers, so most expansions are from Apple themselves or from closely linked manufacturers. What this means to the end user is that every peripheral for the Mac is approximately 50% more expensive than it would be on any other machine.

CONCLUSION

The Mac is very much a user's machine – a computer for people who don't have to understand what is going on, and moreover, don't want to. There is little support for more cerebral pursuits such as, shock, programming. No, I'm afraid not. Apple have decided that you don't want to do that. Unless you want a professional developer system of course. The Mac is very much a computer for the 90s – the 'nanny state' rendered in silicon. Oh, and the sound is terrible too.

Price: £799 Contact: Apple UK, 081 569 1199

which COMPUTER?
Macintosh Classic II

New variants on this machine may become a real threat to the home market..

THE END

Well, there you have it. That's what we make of the home computer market, but I'm sure every person will have his own ideas. The judgements provided have been given by people who have actually used these machines, not just by going on the hype that is churned out by various factions. Obviously, these are very much personal observations, but that is, after all, as much as anyone can hope for. There is no scientific test for how easy a machine is to use, and even processor speed readings are inclined to give misleading results.

At the end of the day most machines seem to do better than all the others in one particular area. The Mac is the easiest to use, the Archimedes is exceptionally fast, the PC has a lot of software support and the Falcon has a nice music chip with MIDI ports built in.

The Amiga itself seems to be the most balanced all round machine. It is excellent for playing games, there is a reasonable amount of hardware and software available at sensible prices – it's an all-purpose performer– and isn't that what people really need in a home computer when all is said and done?

The machines compared

	Amiga A1200	Amiga A4030	Atari Falcon	IBM 386	Apple Mac	Acorn Archimedes
CPU Power	5	7	8	7	7	9
Ease of Use	8	8	7	5	9	8
Graphics cap.	8	8	7	6	7	7
Sound cap.	7	7	9	4	4	7
Games	9	9	5	8	7	5
Software sup.	8	8	5	9	8	6
Hardware sup.	7	8	5	9	8	6
Overall	7.4	7.8	6.4	7.0	7.0	6.4
Position:	2	1	4	3	3	4

cap = capability
sup = support

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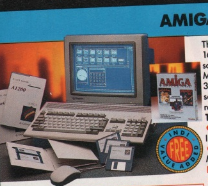
AMIGA A1200



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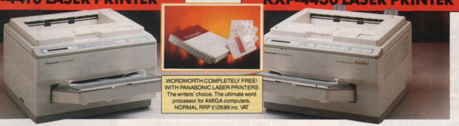

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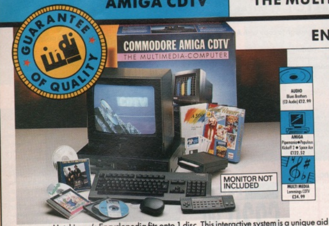

ENTERTAINMENT SYSTEM

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SCREEN SCENE

The most definitive games review column of any Amiga magazine.

38 FIRST IMPRESSIONS

You name it, you'll find it here in the most comprehensive preview section of any Amiga mag. We detail the hottest games coming your way this year!

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Dan's spent most of this month playing Dino Dini's Goal!. Actually that's a fib. He's spent the ENTIRE month playing Virgin's excellent new footie sim!!

After getting slaughtered at the Sensible Soccer World Cup, Jon's been too embarrassed to show his face in the office. He's currently hiding under a large rock.

As Tony turned in an even worse performance during the Sensible Soccer World Cup than Jon, he's been given all the crap games to review for the next 3 years.

El hairy one is often mistaken for the missing link in the evolutionary chain, so it's kind of appropriate that we gave him *Sim Life* to review. Ungabunga!

93% and a game's worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding.

SUPER STAR

A CU Screen Star is for games scoring 85%-92%. If a game gets one of these, it'll be of lasting quality.

AMIGA SCREEN STAR

FIRST

It's crystal ball gazing time again as CU Amiga casts back the mists of time and takes a peek at the games you'll be playing later this year. If you want to know what's hot and what's rot, read on...

Twice a year most of the software industry big-wigs get together for a weekend of self-congratulatory back-slapping and drinking each other under the table. All this happens at the European Computer Trade Show, an event that attracts software houses from around the world, and which acts as a showcase for all the latest computer and console games. As usual, the CU Amiga team were out in force, freeloading like there was no tomorrow and walking off with as many freebies as our sweaty little paws could carry. But all this hard work wasn't for nothing(!), as in between hangovers and drinking copious amounts of alcohol, we managed to get the low down on all the top games you can expect to see later this year.

BENEATH THE STEEL SKY

VIRGIN

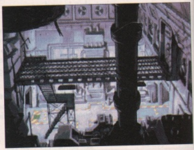
Already being touted as possible rivals to Lucasfilm and Sierra in the graphic adventure stakes, Hull-based Revolution Software are busy putting the finishing touches to their latest extravaganza. After the success of *Lure of the Temptress* last summer, expectations are high that the new adventure will establish Revolution even further in the minds and wallets of the games buying public.

Set in the far future, *Beneath the Steel Sky* has a distinct Blade Runner feel to it, reflected in the towering metropolis where much of the action takes place. Huge multinational conglomerates now govern the world and much of the planet has been reduced to a polluted wasteland in the quest for dwindling resources. Taking on the guise of a rebel leader and taken prisoner by one of the ruling conglomerates, it's up to you to escape from their clutches and disable the governing supercomputer that controls every aspect of city life.

The Virtual Theatre engine that was used to drive *Lure* has been significantly improved for its second outing, and the game advances in a more subtle manner. Characters not only react to global changes but also progress on a personal basis. For instance, if you slag someone off, they might then relate the incident to a friend who would also take a dislike to you.

Elaborate 'puzzle trees' take account of virtually any action that a player may make in the game and this feature has allowed Revolution to include multiple storylines which eventually converge on each other as the game reaches a climax.

If you read our three page work-in-progress a couple of months ago, you'll already have an inkling about how good this game is going to be. Revolution are confident they've got a *Monkey Island 2* beater here, and from what we've seen so far, we'd tend to agree.



IMPRESSIONS

EUROPEAN COMPUTER TRADE SHOW SPECIAL REPORT

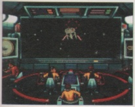
STAR TREK: 25TH ANNIVERSARY

INTERPLAY

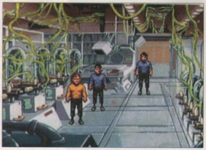
I'm probably showing my age here, but I remember the very first time that *Star Trek* was shown on the Beeb. I was about four years old and I was absolutely gob-smacked. Even today, the program is still light-years ahead of most TV science fiction – and now Trekkies everywhere are going to get the chance to try their skill at the home computer game of the smash-hit show.

It may have taken them absolutely yonks and yonks, but the US-based Interplay have finally got around to producing an Amiga version of their blockbusting *Star Trek* PC game. And it looks like an absolute corker! It's so true to the original 1960s TV show that at times it's just like watching a real-life episode.

Produced and designed in consultation with Paramount, the game is split into two distinct parts: a 3D space combat simulator and a series of graphic adventures. The 3D combat sequences place you on the bridge of the USS Enterprise and put you in control of the photon torpedoes and phaser banks as you engage enemy vessels – usually Klingons or Romulans. Once you've successfully battled your way through that lot, it's time for the planet-bound adventures to begin as a landing party beams down to investigate some alien menace, distress signal or whatever. As usual, the landing party consists of Kirk, Spock and Bones plus one security officer (who you just know is going to cop it very shortly!). Their adventures are icon-controlled and you can flip between all four characters at the click of a mouse button.



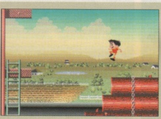
Learning from the mistakes of the PC game, the gameplay has been tweaked and improved upon as some of the original puzzles were considered to be a little too tough. There's also a handy option to skip the 3D combat sequences if you just want to get stuck into the adventure, so that's a definite improvement, too. On the down side, the Amiga conversion has to make do with 64-colour half-brite mode as opposed to the PC's 256 colours, and loading times might be a little longer, especially on the bog-standard A500. Still, there's talk of an A1200-specific version in the not too distant future, so owners of that particular machine will be able to enjoy the best of both worlds.



The episodic nature of the game is reflected right down to the opening credits that begin each instalment, and there's even an epilogue to each adventure (where McCoy and Kirk stand around, make a bad joke or two and look knowingly at each other while they take the piss out of Spock). This just has to be one of the most important Amiga releases this year and I'd be very surprised if it didn't camp out in the number one spot for weeks on end. Watch out for a cover disk soon!

SOCCER KID

KRISALIS



When we first heard about this game, we thought it was a bit of a joke. After all, how could you possibly hope to combine the arcade playability of a footy sim with a platform romp?! Fortunately, Krisalis look like they're going to pull this off as the seemingly unplayable game has metamorphosed into what could be one of the top 10 games of 1993.

Work began on *Soccer Kid* way back in February 1992 and it's only now that the finishing touches are being put to the game. Based around the 1994 World Cup, the multi-level kick'n'jump game involves a romp around the world as the impish young star attempts to collect six pieces of the missing World Cup and thus save the competition from ruin. The football mad hero has a football constantly at his feet, which he can use to clobber any of the approaching nasties as well as pick up some of the many bonuses lying around each level.

The Kid has an amazing number of trick shots at his disposal – at the last count there were 15 – and it's this type of flexibility that makes the game such a joy to play. At the stab of a fire button, you can lob the ball straight up into the air, perform an overhead bicycle kick, or smash the ball off the screen. There are plenty more where that little lot came from, too, as our rotund hero can also head the ball, balance or jump on it for extra height, and fire off a shot with enough spin to make the ball return to his feet.

At the start of the game, there's a nifty trainer option so that new players can become accustomed to the control system. This is set in the Kid's backyard and involves negotiating an obstacle-packed course where all the skills of the game come into play. In the main game, there are six levels on offer, each subdivided into three stages. Each level is set in a particular country and each stage has a theme relevant to that country. However, there's no truth in the rumour that the game will have a special skinhead soccer hooligan stage when the action switches to good ol' Blighty!

With the usual end-of-level guardians and some excellent in-game graphics and sound effects, this is probably one game that deserves all the hype it gets. Watch out for a coverdisk and review soon!

»

»

SHOWTIME

Here's your at-a-glance guide to all the latest software releases...

BLACK LEGEND

Here's a new name you won't have heard of before, but one which will soon become very familiar indeed. Based in Switzerland, but with offices throughout Northern Europe, this new software house has an ambitious target of releasing 35 (THIRTY FIVE!) new Amiga games over the next few months. Made up of ex-demo teams from the PD scene, the company has recruited some of the best names in the business, including Alcatraz, Zeus, Noxious (the team that coded Protracker), Static Bytes, Scoopex and Fraxion. Many of their titles are nearing fruition, so watch out for a huge work-in-progress in an upcoming issue.

VIRGIN

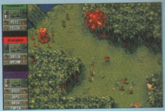
There seems to be no stopping this London-based softco at the moment. Their release schedule for Amiga games is absolutely heaving. In the next few months, expect to see *Goal!*, *Apocalypse*, *Beneath the Steel Sky*, *Dune 2*, *Cannon Fodder* and an A1200 version of *Lands O' Lore*. They're also rumoured to have scooped up the *Aladdin* film license for floppy release and signed an exclusive deal with Acclaim and Sega to convert some of the best Megadrive titles onto the Amiga. Check out our CU NEWS for more info on that one!

OCEAN

Ocean had a busy show and also sported the best stand. Decked out in fake bamboo shoots and palm trees, the centre of attraction was a huge 12- foot dinosaur straddling their exclusive games suite. All this over-the-topness was in order to promote their *Jurassic Park* license of Steven Spielberg's bound-to-be-big dinosaur movie. Naturally, the CU team were invited in for a good few beers as well as to take a look at all the hot new releases. There looks to be no let up in Ocean's schedule as they're releasing more Amiga-specific stuff than ever before. With both *Universal Monsters* and *FA Premier League* winging their way into the softshops, the Manchester-based firm are currently putting the finishing touches to *International Open Golf Championship* and *Burnin' Rubber*, a Lotus-style racer which makes *Death Race 2000* look like a pensioner's outing.

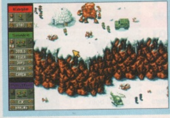
CANNON FODDER

VIRGIN



This is probably best described as a cross between *Lemmings* and a paintball game. At your disposal are a small army of more than 300 conscripts, all with their own unique abilities and special skills. After selecting a platoon of crack troops from those on offer, you then have to choose to send them on one of 24 separate missions set across five different types of terrain. Missions typically involve rescuing or killing people, destroying installations and factories and other military-type operations. Each mission requires a different number of men to complete it, together with special weapons and equipment. After successfully completing a mission, any men that managed to survive move up in rank so that in the next mission they'll be more powerful.

The game's being designed and coded by none other than Sensible Software, so you can expect more than a few laughs along the way.

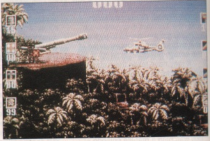


The mouse controls have been made as simple as possible, with the left button controlling the direction of the men and the right button the rate and direction of fire (in a similar fashion to *Missile Command* or *Walker*). Within each mission there are various tasks which have to be completed and this often involves splitting the men up into smaller sub-groups. At the moment, the tiny in-game sprites (a la *SensiSoccer*) can only lob grenades or fire off a volley of shots, but in the finished game it's envisaged that there will be a mini-arsenal at your troops' disposal including missile launchers, tanks, helicopters and maybe even thermo-nuclear bombs!

As you can probably tell, there's a fair bit of strategy involved here, but don't worry, as there's an awful lot to shoot at, too! In fact, this is probably the best mix of the two gaming styles we've yet seen. Watch out for *Cannon Fodder* in November.

APOCALYPSE

VIRGIN

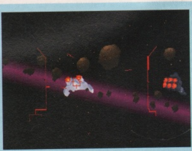


This game's been around for longer than we care to remember and was originally commissioned by the now defunct Mirrorsoft. Since then, the original programming team, Strangeways, have handed over the project to Miracle Games who have spent the last year rewriting the code and tweaking the gameplay. Obviously influenced by Electronic Arts' *Desert Strike* and aging coin-op classic, *Choplifter*, *Apocalypse* puts you in control of a high-tech helicopter as you attempt to blast anything that moves! Equipped with heat-seeking missiles, rockets and firebombs (which can be replenished from strategically placed ammo dumps), you have to guide the 'copter over a horizontally-scrolling landscape taking out enemy outposts, vehicles, cannons, soldiers and even your own POWs. Unlike *Desert Strike*, you can actually fill your own men with lead and see them squirm as the bullets rip through their flesh. This is more like it!

Graphically, the game is stunning and wouldn't look out of place on a coin-op. The best bit, though, is undoubtedly the sound. There's literally a sample for everything that happens on screen, from the rattle of heavy machine gun fire and multi-layered explosions to the screams of the shot up troops. Watch out for a full review in a couple of months.

ODYSSEY

OCEAN

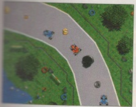


Here's the best reason yet to invest in an A1200! Digital Image Design, the team that brought you games such as *RoboCop 3*, *Epic* and *F-29 Retaliator*, are concentrating all their efforts on Commodore's latest machine and are planning to unleash two A1200-specific titles in the latter half of the year. First to reach the software shelves will be *Odyssey*, the souped-up sequel to their space combat blast 'em up, *Epic*. Fans of the first game will be pleased to learn that the new offering takes place across an entire solar system which features seven planets, three moons, asteroid belts, a spaceship graveyard and, yes, another alien race to blast to bits.

Aiming for a cross between *Wing Commander* and *Elite*, the game is not an official sequel to *Epic*, although the action is set 90 years on from the original game. 'We're undecided whether to promote the game as *Epic 2*,' mentions DID's Martin Kenwright. 'Although we were pleased with the way *Epic* turned out, the new game has been radically overhauled and is much more open-ended. *Odyssey* lets you pick and choose your own missions rather than the linear pattern we imposed on the first game. A typical game could involve up to 80 separate missions!' With more than 300 individually controlled craft, light sourced cockpit with intuitive weapon selection and control, plus some spectacular textured polygons for that 3D feel, this one could be big.

OVERDRIVE

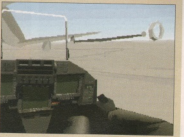
TEAM 17



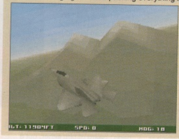
Just as they've redefined the shoot 'em up and beat 'em up genres, so Team 17 are aiming to do the same for top down racers. If you can remember such sterling efforts as *Super-Sprint* on the ST or *Nitro* on the Amiga, then you're probably shedding a nostalgic tear already. Now going under the monicker of *Overdrive*, the new game lets you get behind the wheel of five different car types including 4x4, Formula One, Buggy, Sports and Fun-Sports cars. We are also promised five different types of terrain to race across, made up of Formula One tracks, a Dust track, a 4x4 arena, a City circuit and an Ice Mountain course. Although the game will be one-player only, there will be an option to serial link two machines for a head-on clash with a mate. Featuring 32 colours and full PAL scrolling, there will be the usual on-track pick-ups and bonuses plus lots of testing track designs to push your driving skills to the limit.

INFERNO

OCEAN



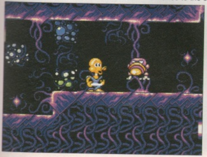
Digital Image's second game is a flight sim. Taking over from where *F-29 Retaliator* left off, Inferno promises to be an even better blast. Set in the near future, a special United Nations Rapid Response team has been set up to keep the peace. Taking on the guise of the new air-force's top flyboy you have a choice of at least three aircraft at your disposal: the experimental EFA, an F22 and an F117A Stealth Fighter. In all, there will be eight theatres of operations, including Africa, Europe, South East Asia and the Middle East with more than 200 missions to undertake. Yes, you heard me, TWO HUNDRED separate missions! The game begins with a flight training school where you can familiarise yourself with each plane's flight dynamics and, once you've successfully completed your training, it's into the real world for some serious peace keeping. Missions are selected by interacting with news headlines – if you think a situation is getting out of control, send in the troops! To give you some idea how huge the game is, DID claim to have mapped 1/40th of the world's surface in 3D. 'It's looking terrific,' enthuses DID's top man, Martin Kenwright. 'We're aiming for complete diversity in the missions a player has to undertake. For instance, one minute you'll be lending aerial support to a helicopter team as they attempt to rescue hostages from a terrorist base, and the next you'll be involved in a one-on-one dog-fight. We're packing everything into this one and we reckon you'll be stunned by the 3D graphics we're working on.' To add even more authenticity to the game, DID have also drafted in a top aeronautical engineer from Princeton University to help with the game's flight dynamics. ETA: October (but if we know DID, that's probably October 1995!)

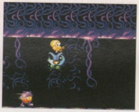


DONK!

GLOBAL SOFTWARE

The marvellously titled *Dong!* was just a bit too marvellous for the likes of WH Smith and other software distributors, so The Hidden's first commercial release gets an unexpected name change to *Donk!*. Since we covered the game back in our February issue, things have moved on apace. The game is set in the future when duck-kind have evolved far beyond their present day state and the star of the show is a mutant Samurai duck. Having studied every known martial art, the eponymous *Donk!* has to traverse 112 (!) levels of platform tomfoolery in his quest to save the universe. This is done by collecting power crystals which are scattered around each level. There are also six parts of a key that need to be collected, too, which, when pieced together, will grant you entrance to the castle of your arch-nemesis, Big Bad Disk – look, don't blame us, we didn't write this twaddle! Naturally, it's not that easy and various enemy nasties have to be taken out along the way. In total, there are more than 2000 screens crammed into the game with more than 60 different types of monsters to slay.





The most outstanding feature, though, is the two-player mode which splits the screen in two so that you and a friend can compete for crystals. Both sets of sprites and backdrops are squashed up and it's very reminiscent of the two player mode in *Sonic 2*. Of course, The Hidden have gone out of their way to cram in as many hidden passages, bonus levels and special effects as possible and there are all manner of power-ups and special weapons littering each stage. It's all looking very groovy and, best of all, Global are looking to release the game at a budget-busting £15.99. Other software houses, please take note!

MINDSCAPE

Quiet for some time, Mindscape have a huge number of Amiga games in the works. First to see the light of day will be *Battletoads*, the NES conversion and now a hit coin-op in its own right. These 'toad-ally' awesome guys are incredibly big in the States and should make quite a splash when they hit the Amiga. After that, there's Tony Crowther's sequel to *Captive* to look forward to, plus a data disk for *Legend*. If all that wasn't enough to keep you happy, there's also the Amiga conversion of the Gameboy hit, *Alfred Chicken*, waiting in the wings plus the first appearance of Mario on a home computer in *Mario Is Missing*. Later on in the year we can also expect to see Maxis' *Sim Farm* make its debut on the Amiga and, just in time for Christmas, the destined-to-be-absolutely-huge-sequel to *Sim City*, the imaginatively titled *Sim City 2000*.

TEAM 17

Team 17 used the ECTS to announce that they are abandoning the low end Amigas and concentrating their efforts on the A1200. Making the announcement, Team 17 spokesman, Martyn Brown, explained: 'We've done all we can with the A500/A600. Just take a look at *Project X*, *Alien Breed* and *Super Frog*. There's nowhere else left to go, so from now on we're developing solely for the A1200. This gives us a hell of a lot more options and you'll be seeing some really incredible stuff over the next few months.' So, later in the year, look out for an enhanced A1200 version of *Body Blows*, plus sequels to both *Alien Breed* and *Project X*. Can't be bad!

SUPERVISION

With the imminent launch of a new version of Monopoly on the Amiga, Supervision took time out to reveal some of their future releases. They're one of the few companies to be actively supporting the CDTV. Their first release for the machine will be based around Steve Jackson's phenomenally successful series of telephone-based adventure games known as FIST. After that, they're aiming to release the first adult-orientated product for the CDTV with an adaption of the best-selling Lovers' Guide videos. I think I'll have to review that one when it comes in for testing!

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PSYGNOSIS

Psygnosis surprised everyone at the show with the sheer volume of Amiga-based titles they've got under development. Taking a deep breath, here's just some of the games you can expect to be playing later this year: *Last Action Hero*, *Armour-Geddon 2*, *Second Samurai*, *Superhero*, *Prime Mover*, *Bram Stoker's Dracula* (CDTV), *Hired Guns*, *Creepers*, *Innocent* (A1200), *Theatre of Death* (A1200) and *Microcosm* (CDTV). But that's not it by a long way. *Lemmings 3* is already in production and there's talk of a follow up to *Walker* even before the first game has been released. With their cheque books out at the show, there was a steady stream of new product being signed, so expect some B-I-G announcements very soon!

RENEGADE

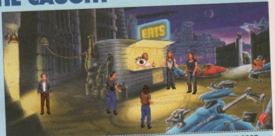
Keeping a decidedly low profile at the show, Renegade were giving the computer press a preview of two big up-and-coming games. Andrew Braybrook's *Uridium 2* doesn't really need any introduction, I'm sure. It's a huge shoot 'em up, and looks set to rival *Project X*, or even better it! Their other biggie, *Ruff'N'Tumble*, is a cutesy platform romp which makes *Magic Pockets*, look like a Spectrum game.

SYSTEM 3

There was some talk about a Ferrari license and a conversion of the *Defender 3* coin-op a while ago, but both projects have been put on ice and might not see the light of day until 1994. *Putty*, meanwhile, goes from strength to strength and both the extra levels data disk and the sequel are in production and look destined for a Christmas release.

INNOCENT UNTIL CAUGHT

PSYGNOSIS



The last time Psygnosis dipped a corporate toe in the graphic adventure stakes was way back in 1989 with the less-than-wonderful *Chronoquest II*. Four years on and the Liverpool-based company is trying to diversify into other genres, so naturally, seeing the success of *Monkey Island*, *Leisure Suit Larry* et al, they've decided to jump on the bandwagon and come up with their own graphic adventure.

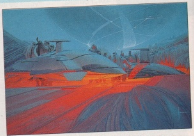
Set over three planets, a couple of space ships and numerous seedy bars and brothels, *Innocent* stars Jack T Lad as the carefree hero whose past career of tax avoidance has finally caught up with him. Given just 28 days to cough up the back tax on 30 years of dodgy dealings, he's got to beg, borrow or steal his way out of trouble and thus avoid being kneecapped by the local friendly taxman [*I know the feeling – Ed*]. The futuristic setting has obviously been influenced by Blade Runner and films of a similar ilk, as the game is populated by a menagerie of degenerates, freeloaders, loafers, pimps, drug addicts, hookers, thieves, hangers-on, gang members and other assorted hoodlums – in fact, pretty much like the CU Amiga team, if I'm not mistaken.

Attempting to find a balance between a more open-ended style of game and the linear style most often associated with the genre, Psygnosis have injected more sub-plots, twists, turns and double-crosses into the plot than goes on in the Italian government. The humour is pretty grim at times and adopts a cynical, almost world-weary attitude to the unfolding events. This is countered, though, by some hilarious slap-stick scenes, especially those that take place at the local brothels and pubs.

With the PC version almost complete, the London-based programming team, Divide By Ice, are due to start the Amiga conversion any day now. A1200-specific!

CYBERRACE

CYBERDREAMS



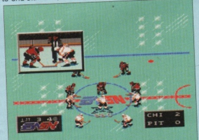
CyberRace is a 3D combat and racing simulation with the fate of the universe resting in your hands. Apparently, you've been forced to represent the Terran Empire on the cybertrack against the rest of the galaxy. How well you perform in the arcade sequences determines how the rest of the game unfolds, with different storylines emerging depending on your successes and failures on the track. Featuring something called ultra-fast Voxel landscapes (which is obvious techie-talk for 'keep hold of your hat, as this one moves faster than Jon when he spots a ten pound note lying on the floor'), the game has a number of ray-traced racing vehicles that you can individually customise to your own specifications.

Unfortunately, that's about as much as we know about the game, as the press pack and video we were given at the ECTS spends most of its time rabbiting on about the game's designer, Syd Mead. No, we hadn't heard of him either, but a quick look at his biography shows that he's designed the interiors of a number of jumbo jets as well as a couple of yachts and several theme park rides. Oh, and he was also the creative force behind the set designs for some film called Blade Runner.

ICE HOCKEY

ELECTRONIC ARTS

This game was an absolutely huge hit on the Megadrive when it was released a couple of years ago. Basically, you control an entire ice hockey team in pursuit of major honours and the action comes thick and fast as you cut up both the ice and your opponents in an effort to win each match. This is real end-to-end stuff and, although there's nothing to see so far on the Amiga conversion, Electronic Arts are planning to have it ready for a Christmas release. If it turns out to be as good as their previous conversions – namely *Road Rash*, *John Madden* and *Desert Strike* – then we'll be in for a treat.



As with all such sports games, *Ice Hockey* really comes alive in two-player mode. With the option to disable the ref, there's the chance to get down to some serious violence as your two teams battle it out on the ice. Shoulder charges, overhead slashes and even smacking the puck right into the face of the opposing goalie are all possible and fist fights break out at the earliest opportunity. Once in 'melee-mode', the action switches to a close-up of the two combatants exchanging blows, just so you can see every punch and body blow as it rifles home. At times, this game is more like a beat 'em up than a sports sim, and jolly good fun it is too!

As you'd expect from a game in the EA Sports series, there are a ton of options, such as setting off-sides and playing time as well as numerous team stats to sort out. One of the nicest touches occurs when the home crowd cheer a reckless punch thrown at one of the visiting team's players and the boos and hisses that ring out when the same happens to one of your own team members. A contender for the Christmas number one!

TORNADO
DIGITAL INTEGRATION

Talk about taking their time. DI's *Tornado* flight sim has taken more than two years to complete! Now at the final testing stage, options range from ground-based simulator training (rather dull, I'm afraid) to multi-aircraft multi-mission campaigns (seat-of-the-pants stuff). With design input from RAF aircrews and British Aerospace, *Tornado* can certainly boast a fine pedigree and this looks like it'll be more than backed up by the on-screen action. In the finished game you'll be able to choose between the Interdictor Strike Tornado (IDS) or the Air Defense Variant (ADV). Leaving aside the simulator and training modes, the combat option is broken down into a total of 54 pre-planned missions. Able to fly single aircraft or multi-aircraft missions there's also a head-to-head link up option available so that you and a friend can take to the skies and take each other on in aerial dog-fights. *Tornado* will be touching down at the end of June.

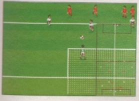
BATMAN RETURNS
KONAMI

Featuring huge Gothic backdrops and scenes lifted directly from the movie, the computer version of *Batman Returns* captures the atmosphere of the film perfectly. Denton Design have striven to capture every nuance of the smash-hit blockbuster. For instance, the Batman sprite is made up of more than 200 frames of animation so he swings and prances about the screen in a semi-realistic manner and many of the other characters have had a similar number of animation frames devoted to their every movement.

As if you need to be told, this is a scrolling platform-based beat 'em up set over five levels, with each stage based on a specific scene from the film. For instance, there's a punch up with the Red Triangle Gang, a one-on-one encounter with Catwoman as well as a final confrontation with the Penguin in his underground Ice World. To help him in his fight against crime, Batman comes equipped with an array of weapons including such old favourites as the batarang, the frisbee-like batdisc and the go-anywhere grappling hook.

Each level begins with some digitised graphics culled directly from the film as well as narrative script linking the game's events in with those of the movie. Then it's straight into the action which the game's designers reckon rivals anything you'll encounter in Street Fighter 2! Because of a clever 'decision tree', each enemy sprite takes into account a number of different events in deciding which is the best method of attack, so you'll find that no two games will ever be exactly alike.

STRIKER 2
RAGE



Although the original *Striker* gained a whopping 94% and a CU Amiga Superstar when we reviewed it last year, the game failed to make much of an impression in the software charts. Perhaps it was something to do with a little known game called *Sensible Soccer* being released at the same time, who knows?! Not to be outdone, the Rage team are back and are busy programming a sequel which, they claim, will definitely wrest the footballing crown from *Sensible Soccer* once and for all. *Striker 2* will be modelled quite closely on *Super Striker*, the SNES's version of the original game. The graphics will undergo a complete overhaul and be made much more detailed than they were in the first game. The sound effects are also going to be beefed up and any new rules that have been introduced recently, such as the back-pass rule, will be incorporated. There will be more trick shots in the sequel, and Rage are claiming that you'll be able to pull off virtually any shot you can think of.

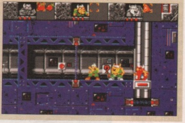
THE LOST VIKINGS
INTERPLAY

Already a hit on the SNES, *The Lost Vikings* is a platform-cum-puzzle game featuring three over-weight, middle-aged Vikings who've foregone the pleasures of pillaging and plundering and settled down to a nice quiet life with the wife and kids. Alas, their new-found pleasures of nappy changing and staying in on Saturday nights with the missus are short-lived, as the tubby trio are spirited away by a tribe of alien zoologists.

The action begins with our three Nordic heroes awakening to find themselves in the cargo hold of the aliens' spaceship. Vowing to escape, the three ex-warriors set out to vanquish their kidnappers and return to their loved ones. Between themselves and freedom, though, lie some of the most tortuous and cunning levels ever to feature in a platform game. Although things are fairly simple to begin with, i.e. pull lever to open door and step on transporter to reach inaccessible level, things soon start to get complicated.

To aid you in your bid for freedom, each of the three characters have their own special abilities. Erik the Swift is fast on his legs, can jump fairly high, and can headbutt his way through solid objects. Baleog the Beserker is a bit of a nutter really and would rather shoot first and ask questions later [much like our own Ed, in fact – Dep Ed]. He possesses both a sword and a bow and arrow and these obviously come in handy for bumping off any alien nasties that try to halt your progress. The last of your Vikings, Olaf the Stout, has certainly put on a few pounds since his marauding days, but he possesses a huge shield which can be used to fend off blows or employed as a handy parachute when taking a fall.

As you've probably gathered, each of the game's many levels and stages is solved by team work and exploiting each Viking's unique abilities to the best advantage. You only need to make one mistake or lose one man early on, and you'll have to start the whole stage all over again. Imagine a cross between *Rick Dangerous* and *Lemmings*, and you'll have a good idea what the game's about!



CORE

Arcane Design's *Darkmere* is looking very tasty. This is a huge 3D isometric adventure in which you play the role of Ebryn, the son of an Elven king known as Gildorn. We had to literally prise Jon away from it at the show, otherwise he'd have been there all day. Other stuff on show included *Bubba'N'Stix*, formerly known as *A Man With A Stick*, which is a horizontally scrolling puzzle game which revolves around Bubba's desperate attempts to get back to Earth with only his friendly alien stick to help him. Of course, this is no ordinary stick and it can be used in numerous way – as well as beating enemies over the head with it, he can use it as a lever, a snooker cue, a javelin, baseball bat and a platform to walk across. The player is made to use the stick to solve the game's many and various puzzles.

Another new release from the Derby-based softco is *Blastar*, a multi-directional shoot 'em up set over five action-packed stages positively stuffed with alien nasties as well as asteroid belts and other such obstacles. Finally, the end of the year should see the long-awaited release of *Wonder Dog*, a brilliant conversion of the Mega CD title and featuring some lush cartoon graphics and animation.

ADVENTURESOFT

Mike Woodroffe is back with a fun looking graphic adventure. The plot tells of a young lad called Simon who, since his 14th birthday has been obsessed with magic tricks.

One day, a small puppy arrives on his doorstep with a leather bound book. After browsing through its pages, Simon accidentally opens a portal to another world and goes through it. Transported to a magical kingdom, our hero must unravel the mysteries of this newly found world before he can return to Earth. We covered this in some detail last month and, I know it's a bit of a cliché, but this one really could rival Lucasfilm at their best.

GREMLIN

The Ninja from the Nth Dimension is all set to return to our screens later this year in a blockbusting new adventure. Gremlin were remaining decidedly tight lipped about any improvements to the gameplay, but it's rumoured that a special CD version of the game is in development and will be released to coincide with the launch of the Amiga CD. Watch out for a work-in-progress shortly. There was also a lot of speculation at the show (all from these quarters, admittedly!) about the possibility of a *Nigel Mansell Indy Car Championship* game – watch for more news on this one soon! As for later in the year, Gremlin have another eight Amiga games due for launch, of which one will be a major licensed product. *Litil Divil* now looks like it'll miss out on a floppy release and be one of the first titles to support the new Amiga CD console!

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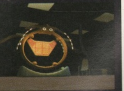
ELECTRONIC ARTS

EA were decidedly quiet at the show, although they did have a presence on the Origin stand, a company which they snapped up at the beginning of the year. Bullfrog's Syndicate is progressing nicely. Mixing a business sim with a shoot 'em up might seem a bizarre proposition, but it works a treat. Industrial espionage, bribery, sabotage, kidnapping, smuggling and killing all feature quite heavily and are the best way of getting ahead in the game. Reminds me of working for EMAP in a way! Another new release is *Space Hulk*, based on the Games Workshop's boardgame of the same name. The player has a limited number of Marines under his command with which to carry out a series of missions. These typically involve boarding Space Hulks, huge alien-infested space ships, and blasting any xenomorphs that are found there. There's a lot of strategy involved and mapping skills will definitely come in handy too. From what we've seen, it's a very atmospheric game, and is somewhat reminiscent of the Alien movies.



GLOBAL SOFTWARE

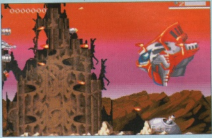
Most of Global's promotional efforts were concentrated on The Hidden's latest game, *Donk!*, but they've got quite a few other projects on the boil. One of the most impressive is *Woody's World*, one of the largest platform games to hit the Amiga – or so they claim! Designed and coded by Vision Software, the creative team behind PD hits such as *Microbes* and *Cybernetix*, there are more than 60 levels to explore, lots of secret rooms and hidden bonuses, two-button joypad support and some excellent gags.

IMPRESSIONS

Impressions had lots of new product on display. *When Two Worlds War* is a strategic simulation of interplanetary conflict. The year is 2121 and war has just broken out. As commander-in-chief of an entire planet's military hardware, you have an awesome array of weapons as your disposal, but so does the other side! Better and more efficient instruments of death must be built to get the technological advantage and thus win the war. Other titles to keep your eyes peeled for are: *Rules of Engagement 2*, a strategic space combat game, and *The Blue and The Grey*, a war game set during the Amercian Civil War.

DISPOSABLE HERO

EUPHORIA PRODUCTIONS



From the same development team which brought you such past glories as *Flimbo's Quest* and *Hawkeye* comes this nifty action-packed blaster. *Disposable Hero* is a six level shoot 'em up featuring some mouth-watering 32-colour graphics with a definite Gigeresque appeal. What's more, there are two craft to pilot with a total of 32 bolt-on armaments(!) and absolutely masses of alien hordes just waiting to be blasted into protoplasmic gloop.

This is the story thus far: it's 2867 and, after many years of intergalactic war, an elite fighting force has been formed, consisting of the world's most experienced troops. Known as D-Heroes, the special group has been given one over-riding mission: to locate and retrieve a number of lost blue prints to some mind-staggeringly powerful weapons systems. The blueprints were scattered throughout the planet more than a thousand years ago, but once collected they will be used to build a formidable new arsenal and thus help the D-Heroes end the brutal war once and for all.

It might not be in the same league as *Project X*, but what we've seen so far bodes well for the finished game. Each level is absolutely H-U-G-E and packed with wave after wave of enemy sprites.

Starting out with a bog-standard blaster, various armament factories have been strategically scattered throughout each stage and, once you've collected some parts of the blueprint, entering these will enable you to construct bigger and better weapons. It's this part of the game which sets *D-Hero* apart from the million other mindless blasts currently vying for your cash and adds an element of strategy to your task. You can expect to see a full review in next month's issue of CU Amiga.

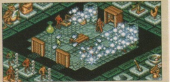
ALFRED CHICKEN

MINDSCAPE

Here's a first look at *Alfred Chicken*, the hottest new star around. With the accent firmly on slapstick humour, *Alfred* is a huge multi-level platform game in which our eponymous hero has to rescue his girlfriend from the evil Meka-Chickens. With wind-up clockwork mice, huge cheesy backdrops and lots of tricks and traps infesting each level, this is not going to be easy. Best of all, every time you fowl up (sorry, couldn't resist it), Alfred pulls one of his many zany expressions which are a real delight and will have you absolutely hooting with laughter. Each level requires a number of gems to be collected within a set time limit, and contact with any one of the patrolling nasties results in the loss of one of your five lives.

SON OF THE EMPIRE

MINDSCAPE



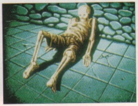
One of Mindscape's most successful releases in recent years was an RPG called *Legend*. For an RPG it used some unusual means of depicting the action, relying on an isometric viewpoint and tiny characters. However, anyone who played it for more than five minutes was sure to be hooked by its wonderful depiction of dungeon bashing and spellcasting.

The plot for *Son of the Empire* carries on where *Legend* left off. Your party of adventurers has headed East to the Assassin's homeland after the death of his father, the Emperor. He was killed by four Guardians who have now fled to the farthest corners of the Realm. It's your job to track them down, infiltrate their ranks and then get close enough to deal out a little payback.

It's been billed as the next chapter in the *Legend* story, which basically means that it's not a sequel, more a stand-alone expansion. This means that you'll have the same characters to control – Assassin, Runemaster, Beserker and Troubador – in an Eastern setting. You can even port across your original group for extra continuity. There'll be very few changes in actual gameplay though the game engine itself will be improved. The spell system will not be changed as Mindscape feel that it's one of the best things about the game! Newcomers to the Legend's saga will have to go through the old 'What if I combine that rune with this ingredient' trial-and-error routine to make any spells; old hands will, of course, be able to use all those they already know. The adventurers will be ready to do battle within the next couple of months.

BLACK SECT

LANKHOR



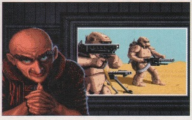
Somewhat unknown in the UK, Lankhor have built up a sturdy reputation in their native France with a string of fine releases including *Grand Prix Racer*, *Vroom*, and the graphic Whodunnit, *Maupiti Island*. Recently, they've been rather quiet, but all that's due to change with the release of *Black Sect*, the first French adventure game to take place in the depths of the Yorkshire Moors. 'Eeeh, by gum, mes amis,' or something like that!

Despite its Last of the Summer Wine setting, Lankhor's latest offering is certainly not meant to be taken light-heartedly. The small village of Hobdale has been overtaken by a strange and deadly evil known as the Black Sect. Fear and terror are everywhere and the local inhabitants have fallen victim to the Sect's deadly spell. Only you (naturally!) can help put an end to this deadly infestation and, in the process, avenge the death of your grandfather, murdered by the Sect's evil leader. In order to do so, you must travel to the castle of the Black Sect and banish the evil spirits to an eternal damnation.

You only need to take a look at the screen shot here to see what a smashing looking game this is. With 34 separate locations to explore, it's not the biggest graphic adventure we've come across, but it's definitely one of the most atmospheric. Expect a review in a couple of months.

DUNE 2 – THE BATTLE FOR ARRAKIS

VIRGIN



Another Westwood project is *Dune 2 – The Battle For Arrakis.* Unlike Cryo's first game, which was reasonably true to the original novel, Westwood's sequel pays scant regard to Frank Herbert's *Dune* chronology and merely uses some of the book's conventions as a backdrop for the game.

Set a few thousand years before the first game (and the original novel), *Dune 2* is a strategic war game set against a background of spice production and a planet-wide battle to become the absolute ruler of Arrakis. The Galactic Empire has fallen behind with its mortgage payments and needs to get its hands on a large injection of cash as quickly as possible. Towards this end, the galactic Emperor has laid down a challenge for the galaxy's three ruling houses – the Harkonnen, the Atreides and the Ordos – to see which of them can mine the most Spice, the most valuable commodity known to man.

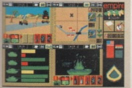
Put in control of one of the three Houses, it's up to you to build up your Spice operation while protecting it from attack by the rival mining communities. Over a period of time, you'll be able to invest your profits in bigger and better mining machinery as well as building up a vast army. The computer intelligence is such that enemy units will always attack your weakest points and, once they've taken a bit of flak, will break off to regroup and attack another flank.

There are a myriad number of options to control, with Fremen strikes taking place all the time as well as the ever-present threat of nuclear ware breaking out. The PC version was finished some time ago and the Amiga conversion should be with us by the Autumn.

WAR IN THE GULF

EMPIRE SOFTWARE

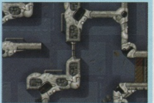
Empire have pretty much got the tank simulation genre sown up. Just to underline their dominance, they're currently working on their third tank warfare sim in the popular *Team Yankee-Pacific Islands* series. This time, a crack unit of M1 tanks are pitted against invading Iraqi forces in northern Kuwait. The year is 1995 and Saddam Hussein is once more underlining his territorial claim to Kuwait by mounting a surprise attack using two battalions from the Medina and Nebuchadnezzar Division of the Republican Guard. Not only have they taken over the Sabriya and Ar Rawdatayn oilfields, but they've also invaded two small islands off the coast.



With foreign intervention still some weeks off, the ruling Al Sabah family have enlisted the help of a team of mercenary 'tankers', mostly consisting of experienced US Vets from the original Desert Storm operation. With the player simultaneously in control of four armoured vehicles, most notably the M1A1 tank, the first mission involves retaking the islands of Failaka and Bubiyan, just off the Kuwaiti shoreline. After that, it's on to the two major Kuwaiti oilfields and a major set-piece tank battle. Over 15 separate tank battles have to be fought out in the 400 square miles of oilfield to achieve success.

ALIEN BREED 2

TEAM 17



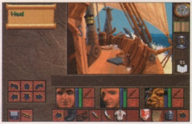
After securing the space station against the alien infestation of the first game, *Alien Breed 2* pits the player against an alien army which has taken over an entire federation planet! This time there will be many more types of Aliens, new and more devastating weapons and bolt-on power-ups, plus a range of different scenarios. Team 17 are also promising the first A1200 game to really take advantage of the new graphics chip and faster processor. 'There'll be just a whole lot more of everything. More levels, better graphics, incredible sound effects – you name it and we'll cram it in!' enthuses Martyn Brown, the game's project manager. '*Alien Breed 2* will be much more open-ended than the first game, with missions taking players through multi-levels on search and destroy sorties, hostage rescues and the obvious bug-hunt.'

The shot here features 128-colour backgrounds and is just a small taster of what to expect in the finished game. A Christmas '93 release.

LANDS O' LORE

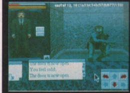
VIRGIN

If you're a fan of *Eye of the Beholder I* or *II*, then you'll doubtless be interested in what the creative team behind those two games are up to now. Having wowed us all with the recently released *Legend of Kyrandia*, Westwood Studios are currently working on *Lands O' Lore: The Throne of Chaos*. Details of the plot are sketchy (Westwood don't want to give too much away at this stage), but it involves a shape-shifting agent of the Dark Army, the beautiful but deadly Scotia, assuming control of a mythical land. With her grip on the land growing day by day, the populace turn to you as their only possible saviour. Well, good luck sunbeam – if Westwood's previous games are anything to go by, you're bloody going to need it! This promises to be a completely gigantic Role Playing Game with eight distinct storylines and over 30 different areas to explore. There'll be a total of seven different characters to choose from and a character's development will be determined by the player's on-screen actions. If you show a particular penchant for casting spells, you'll be granted the rank of a mage, or if punching someone in the face is more your forte, then you'll be promoted to a warrior.



MICROPROSE

Sim Specialists, Microprose, have an ambitious schedule of Amiga titles lined up for the next few months. *Ancient Art of War in the Sky* is a strategy/action game combining wargaming elements with arcade-style sequences. After locating enemy bases and moving your ground troops into fortified positions, it's then a case of establishing air superiority by piloting various planes on bombing missions or taking part in aerial dogfights. There are more than 40 fictional and historically accurate campaigns to take part in, and amongst the adversaries you'll come up against are the Red Baron, Kaiser Wilhem and France's General Foch.

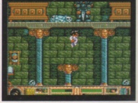


You feel cold.
The door is now open.

Review next month. Next up is *Advanced Tactical Air Command (ATAC)* which involves leading an elite force of troops in a series of covert operations against Colombian drug barons. Dogfight is another in a long line of Microprose flight sims, this time junking a lot of the technical niceties to concentrate on air-to-air combat. Players can select one of twelve different aircraft ranging from Sopwith Camels through to modern day fighters such as a F-16A Falcon. The best bit about the game, though, is the option to pit different planes from different eras against each other. Will the heat seeking missiles lock onto bi-planes or can an agile Spitfire out manoeuvre a Sea Harrier? Later in the year, Amiga owners will get the chance to take part in *Legacy*, a 3D role-playing game developed by Magnetic Scrolls that's been on the receiving end of some ecstatic reviews from the PC magazines. Set in Pressis, New England, you are suddenly contacted by the local police who inform you of your inheritance, a rambling mansion with more than its fair share of mysteries. All is not as it should be and you must face a battle of wits to save yourself from the entity that possesses the house! Returning to more familar territory, Microprose have *F-117A* and *Sub War 2050* lined up for Christmas, with *Fields of Glory*, a military action, game to follow soon after. More news on those biggies soon.

UBISOFT

Not much news from French outfit, Ubi Soft, except a superb new demo of an up-and-coming Hudsonsoft game – *Yo! Joe!* Despite the crap name this looks like an excellent platform game, filled to overbriming with all sorts of tricks and traps and other related japes. Watch for it soon.

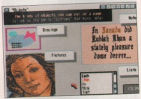


NEXT MONTH IN CU AMIGA

JUNE ISSUE ON SALE 26TH MAY

DISK 58

GOLD DISK'S HYPERBOOK


"Objects"
The kinds of objects you can put on a page
(click on the white "buttons" for more info)
Drawings
Pictures
Notes
In Xanadu did Kublah Khan a stately pleasure dome decree...
Lists
Each
item
in
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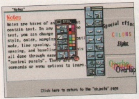

Notes

Notes are boxes of an… t
contain text. In any … he
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spacing, and baseline … his
all done through easy
"control panels". There are …
commands or menu options to learn.

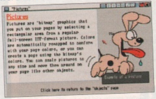
Click here to return to the "objects" page

We've done it again! Coverdisk 58 will contain a full £80s worth of commercial software! Nothing less than the complete, fully-functioning version of *Hyperbook* will be yours with the June issue of CU Amiga.

Whether you're a seasoned techie or a complete beginner, *Hyperbook* gives you the power to create spectacular multi-media presentations, graphic databases, address books, story books, educational tools, slideshows and plenty more besides.

Absolutely no programming experience is needed! Anyone can use it, from absolute beginners to experienced Amiga folk, with astoundingly professional-looking results. Here are just a few of the many features you can incorporate in your *Hyperbook* creations at the click of a button...

- IFF graphics
- Structured drawings
- Sound effects
- Music
- Multicolour text
- Icon activated CLI commands
- ARexx scripts
- Smooth fades and wipes
- Scaled bitmaps



Pictures

Pictures are "bitmap" graphics that you put on your pages by selecting a rectangular area from a regular full-screen IFF-format picture. Colors are automatically remapped to conform with your page colors, or you can create a page using the bitmap's colors. You can scale pictures to any size and move them around on your page like other objects.

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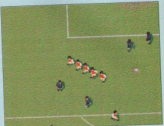
DISK 59

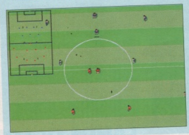
DINO DINI'S GOAL!



This is the biggest game of the year and we've got a three-minute playable demo on next month's coverdisk. Yes, that's right, Dino Dini's *Goal!* is finally set for release and those good guys and gals at Virgin have given the exclusive demo to CU Amiga. If you thought *Sensible Soccer* was good, just wait until you get your sweaty little mitts on this one.

In case you're not aware, Dino is the coding brains behind both *Kick Off* and its blockbusting sequel, *Kick Off 2*. Now he's back, with a completely new game incorporating new graphics, new code and new super-fast action. This is definitely the slickest football kickabout ever to appear on the Amiga, so don't miss it!

Massive 24x16 sprites, a special zoom mode, better ball control, realistic player acceleration, set piece moves, and improved computer intelligence are just some of the many improvements that Dino has made to his previous efforts.



Each player will have their own set of eight statistics and there's even a horizontally scrolling pitch option thrown in for good measure. Watch out for it!

* Contents subject to change without notice.

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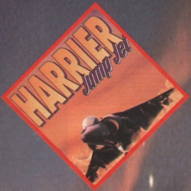
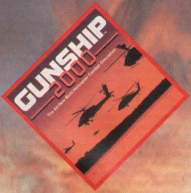
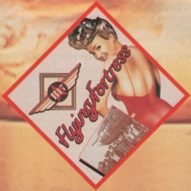
First Class Flight




GUNSHIP
2000
The All-New Multi-Helicopter Combat Simulation



As masters of the flight sim, MicroProse sets the standard for excitement in the sky. The three games shown here, for instance, feature realism other publishers can only emulate. And all these award winning titles are available for Amigas.

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Dino Dini is back with a brand new football sim, and Paul Rand puts the boot in.

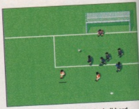
GOAL!

When *Kick Off* was launched onto an unsuspecting world way back in 1989, it was hailed as one of the best football games ever, and Dino Dini became a software star overnight. When the sequel, *Kick Off 2*, hit the streets, it was hailed as THE best football game ever. A lot has changed since then; Anco, the company that published both titles, has since converted the latter game to a wide variety of console formats, Dini has parted company with Anco and moved over to Virgin, but he can't use the *Kick Off* name any more because it doesn't belong to him. Fans have been waiting an age for Dino to come up with the goods a third time – there's a new champion in town in the form of *Sensible Soccer*, after all – but how could he improve upon what is already a very classy title?

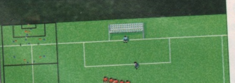
Goal!, the latest in the *Kick Off* saga, is much, much more than just a re-tuned, boy-racer version of the original, although when you sit down and play you immediately realise that the unique control method which underpinned *Kick Off*s success remains. There are, however, a variety of subtle tweaks added to give greater depth of gameplay.

IN CONTROL

The most important addition to the control of your characters is the ability of players to speed up and slow down on the ball. Keeping the joystick pushed forward causes your player to quicken his pace, which is useful when it comes to charging after an opponent who has the ball, but not terribly helpful for accurate control – more often than not, especially in the early stages of learning the rudiments of the new, improved system, you'll charge straight past your man. That's why it's important to gauge accurately the position your character should have reached in relation to the opponent in order to slow down, by nudging the stick as opposed to keeping it pushed fully forward. The gentlemanly art of tackling has been altered, too; it's impossible to run through the other players, and tackles are judged by the referee in order of severity. So, for instance, were you to go in for the ball from the side, the ref is likely to just wave play on or possibly award a free kick, but if you go in from the



If the number nine has kicked the ball hard enough, that's one-nil to the human player!



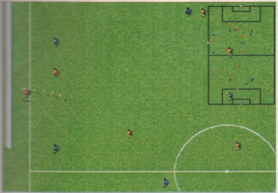
Although the teams built walls against free-kicks in *Kick Off 2*, there wasn't much you could do with them. *Goal!*, however, lets you add or subtract from the length of the wall.

WHO'S THIS DINO DINI GUY?

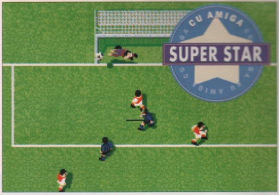
Dino Dini sprang himself on the computer world quite unexpectedly. Interested in programming from the age of 16, Dino used to spend his spare hours writing machine code routines – in his head! At the time, home machines such as the Amiga weren't widely available, so Dino used to compile routines from tables in books. With this firm background, he moved onto a kit computer – more like an oversized calculator than anything else – with which he wrote little games and programs. Nothing major, but from tiny acorns as they say.

Then came the Anco episode. Anil Gupta wanted a football game, and as luck would have it Dino was looking for a challenging project. The two met and a firm foundation was quickly laid. After labouring on what would become the most revolutionary sports game since *Track And Field*, *Kick Off* was finally released to the world, which at first just wasn't all that interested. Before long, however, everyone realised the error of their ways and *Kick Off* become a worldwide success. After that? *Kick Off 2* and *Player Manager*, along with numerous data and enhancement disks. But then came the split with Anco, and *Kick Off 3* was left in the balance. Whether one will ever appear is in the hands of Anco, but it definitely won't be written by Dino.

He now lives on a tract of open countryside near Cambridge, where himself and Mrs Dini are expecting their first born (a teeny Dini?). Best of luck Dino!



Identical to corner taking, throw-ins use this new direction line which shows exactly where you want the ball to land. Pressing fire and pushing up or down allows you to alter the height!

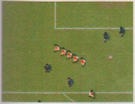


The keeper hasn't got a hope of reaching that one – it's going to hit the inside of the post and bounce in for a cracker of a goal!

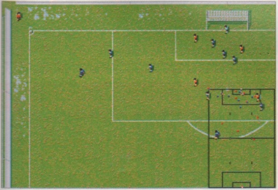
rear, it's more than likely that you'll be given a stern ticking-off or even shown a card.

CAUGHT IN A TRAP

As *Kick Off*'s free-rolling ball (as opposed to the ball being permanently glued to the feet as in practically every other soccer game before and since the game's release) was so popular, it would have been foolish to take it out. However, one complaint was the trapping aspect – basically, the player would stand on the ball and it would be almost impossible to wrestle it from him without sending him crashing to the ground and giving away a free kick – or worse.



Because Dino hasn't included an offside feature, those two centre forwards won't be penalised for being too far forward.



The line-drawn radar screen moves from its normal top-left position so that you can see what's happening around the corner flag. Clever.

KICK OFF

We realised a long time ago that giving this game a bad review was a big mistake. When the future of digital kickabouts was released, mostly everyone shied away from it due to the small, less than startling graphics and 'difficult' controls. Scoring somewhere in the low 70s across the board, *Kick Off* was almost universally dismissed as 'another attempt to cash in on a popular sport'. Before too long, though, everyone was hooked. CU came out later and later each month due to extended lunchtimes spent playing, and one-time editor Mike Pattenden coined an interesting new phrase which we still rib him about when we see him. Unfortunately, the aforementioned phrase isn't printable, but it was very funny at the time.

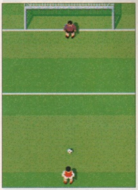
This has been rectified in the new version of the game; when the ball is stopped, it is positioned just in front of the character, allowing for more realistic tackling and, because there is less likelihood of the game being stopped due to a foul, the game flows more fluidly. The way the ball acts has been tightened up too; gone are the ludicrously long kicks from keeper to opposition 18 yard box which seasoned *Kick Off 2* players used to their advantage; because there is no offside rule in *Kick Off 2*, you could pass the ball back to your keeper, wait for the opposition's defenders to move toward the ball and for your striker to move closer to the other side's goal. That trick cannot be pulled in *Goal!*, because you can't kick that length of shot anymore, and also because the new back-pass rule, which Dino has incorporated into his game, does not allow keepers to pick up the ball when it is kicked to them.

Offsides are still missing though – Dino felt they would stem the flow of the game, and I agree, but I believe there should at least be the option to play with the rule as it would add a greater level of challenge for experienced players.

TAILOR MADE

As in the previous two titles, *Goal!* contains a number of helpful options which allow you to tailor almost the entire game to suit your skills. A variety of difficulty levels have been included to help even sad, Gateshead Diadora League players attain Aston Villa status in a matter of minutes. And speaking of individual teams, there's an absolute stack of them incorporated into *Goal!* All the big players are in there, as well as a whole host of international sides.

What is particularly impressive about this aspect of *Goal!* is that each side is made up of real players, and each player has his own statistics which mirror his real life form and general performance. For example, were you to select Arsenal (why on earth you'd do that I'm not quite sure) and take a look at Ian Wright's stats,



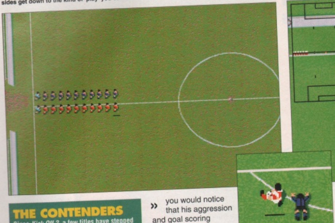
Unlike *Kick Off 2*, which had you gauging the direction of your shot using a moving arrow, *Goal!*'s penalty taking is much more straightforward – just push the stick and hit fire!

KICK OFF 2

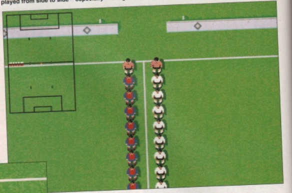
How could he possibly come up with a sequel? After all, *Kick Off* had flawless gameplay and everything you could possibly want didn't it? Well, in the words of Aussie teen idol Diesel, you never miss your water until you're dry. *Kick Off 2* exploded onto an expectant scene and gave people far more than they could ever have expected. You want a set piece designer? You got it. You want improved graphics and gameplay? You've got that as well. The goalkeepers were more intelligent, as were the computer-controlled players. You had a wider selection of tactics to employ – ones which actually made a difference to the outcome of the game! Even now, three years later, it's generally agreed that *Kick Off 2* is the finest football game ever to appear, and so Dino has set himself one hell of a target to beat!

»

It's National Anthem time down on the pitch – just a couple of minutes left to go before the two sides get down to the kind of 'play' you can see in the picture inset!



Here's a similar shot, this time taken on the horizontal setting. If anything, *Goal!* is more frantic played from side to side – especially when getting to grips with the switched control system!



» you would notice that his aggression and goal scoring attributes are high, whilst his defensive and goalkeeping abilities verge on the laughable. There are around 3000 different players in there, and you can change the names of each to keep up with the transfer markets. Unfortunately, it's not possible to alter the actual statistics of the players, so you'll just have to hope that when, say, Manchester United finally decide to put Bryan Robson out to pasture, his replacement possesses similar qualities. Some hope.

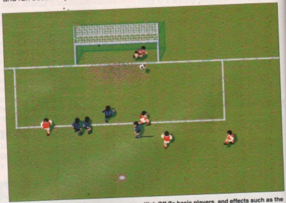
Dead ball situations have been radically altered. Whereas in *Kick Off 2* success in these areas generally relied upon your ability to use aftertouch to bend the ball around the field, Dino has used a brand new system in *Goal!*. The screen switches to a *Sensible Soccer* pulled-back view of the pitch, showing far more of the pitch than usual. When taking a throw-in or a corner, a dotted line appears next to your player. This line can be adjusted using the joystick to place the ball wherever you wish, within reason. Short or long passes can be made, along the ground or high in the air; this system takes some time to get used to, but once you have mastered its use it becomes second nature.

SENSIBLE DECISION

While we're on the subject, I've also got to mention the fact that you can play the entire match using the Sensi view should you so desire. Again, it takes some getting used to, mainly because, unlike *Sensible Soccer* which was designed to be a slower, more strategic game, *Goal!* in mini-mode plays at the same hectic pace as it does in the normal close-up view.

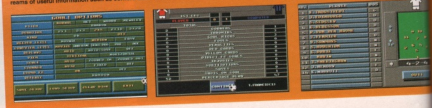
However, once you become accustomed to the pace of the game, you really do get the best of both worlds – the frantic arcade action for which Dini's football games are universally acclaimed, and the opportunity to do more than just kick and run because you can see more of the pitch, hence more of the players are in view and you can plan passes more easily than when having to rely on the scanner. That's not the only way to play, though – select Horizontal view on the options menu and the pitch swivels through 90°, creating in effect a whole new ball game! The joystick controls change accordingly, and it's actually much more satisfying to score a goal from this angle, as you can see more of the animation around the goalmouth.

One of the 'features' of *Kick Off 2* which many players figured out at an early age was the ability to score a goal from the centre circle by simply hoofing the ball in a straight line – if you timed the kick correctly by letting



The new characters are a vast improvement on *Kick Off 2*'s basic players, and effects such as the ball hitting the woodwork (which is likely to happen here) add even more to the atmosphere.

While changes to the options menu and tactics screen are largely cosmetic, there is an interesting new view: the match report, which gives you reams of useful information such as corners taken and amount of possession for both sides.



THE CONTENDERS

Since *Kick Off 2*, a few titles have stepped forward to take the crown, and in the eyes of many at least one of these titles has. Can *Goal!* swipe it back and place it on the Dini mantlepiece? Only time will tell.

SENSISOCCER 1.1

A slight upgrade to the original *Sensible Soccer*, version 1.1 was introduced right after completion of the ST version, itself an improvement on the Amiga release. A lot of people made a lot of noise about the game's similarity to *Kick Off*, most of all Jon Hare of Sensible Software who admitted quite freely that they had borrowed more than a couple of ideas. Essentially, they liked the game so much, they decided to do their own version!

In essence, *Sensisoccer* is a souped up *Kick Off 2*, with improved goalkeepers and player tactics, but far smaller graphics! Steve Merrett went crazy over the first release, and really lost his top over this upgrade, awarding it 94% and a Superstar. Where can we go from here?

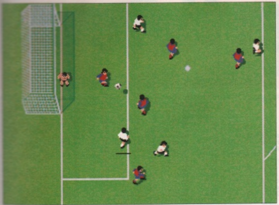
STRIKER

Rage Software (formerly Special FX) made one hell of a start when they released *Striker*, one of the most original football games since *Kick Off*. Unlike *Sensisoccer* and *Kick Off*, *Striker* uses a revolutionary 'down the pitch' 3D viewpoint to add depth to the game, and although this might sound a little off putting, it adds heaps to the game's realism and playability.

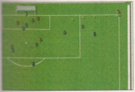
Steve Merrett, ever one to pour his appreciation onto a good football game, also awarded this 94%, stating that it was 'The footballer of the year, and no mistake', but that could always be down to the fact that he managed to thrash Rage boss Paul Finnegan by a mighty two goals.

FA PREMIER LEAGUE FOOTBALL

Ocean's new entry into the football world, and has yet to be reviewed, but going from the playable demo on last month's coverdisk it could be something rather special. Coded for Ocean by Audiogenic – who previously proved their worth by releasing the excellent *World Class Rugby* – the game features a brand new passing control method and a full replay system that lets you backtrack to the start of the match, freeze the action at any point and view the entire pitch to see who is where and includes various multi-player options. Whether it'll come up to the same standard as *Goal!* remains to be seen.



The computer springs the offside trap, leaving its striker all alone and ready to pounce – the goalie had better be wide awake to deal with the upcoming volley!



Using the new corner-taking system, it's now much easier to direct a shot into the box.

loose right on the edge of the circle, nine times out of ten the ball would sail over the keeper's head and into the net. This bug has been rectified in *Goal!*, as has the other favourite which allowed you to run over the legs of an opponent in his six yard box, fall over and win a penalty.

Having been a massive fan of Dino Dini's soccer titles ever since I got hold of the original *Kick Off*, I was not at all sure how much more he could do with the genre he created single-handedly. After all, the control system in *Kick Off 2* is near perfect, graphics were a bit tatty in the original but they served their purpose and it would be daylight robbery to release a supposedly new game which turned out to be the prequel with a face-lift. But now that I've got my hands on *Goal!* and tinkered with it for a period of time, I can categorically state that *Kick Off 2* has come out of the plastic surgery with a face-lift, tummy tuck and liposuction on the thighs and buttock region!

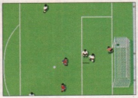
The bare bones of the original are intact, but the subtle additions and alterations to the gameplay breathe new life into what could have been a tired old package. Graphically there's been a hell of a lot of work done, and now the basic footballers are hard and chunky and move around the screen with a high degree of class (even if the goalkeepers look a bit like Adolf Hitler!). Dino has taken a leaf out of Sensible Software's hefty tome and included a large amount of digitised sound effects, many of which are crowd noises which crop up throughout the proceedings – there's a particularly effective noise for those occasions where you slam the ball off the goalpost too, which really makes the heart sink as you realise just how close you were to putting the pig's bladder into the back of the onion bag.

PLAYER MANAGER

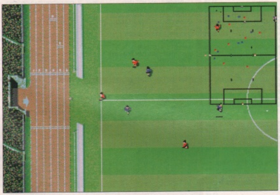
By 1990, the *Kick Off* games had well and truly taken over the arcade football market. Anyone else would have left it there, being satisfied with taking over a field as experienced as that one, but not Dino. Keeping within the format of football games, he turned his attentions to managerial games with *Player Manager*, a cross between *Kick Off 1* and *Tracksuit Manager*. In *Player Manager*, most of the original *Kick Off* was evident in the arcade segment of the game, which might seem a little of a backtrack, but when you put it against a fully comprehensive managerial backbone, you have one hell of a title. Buying and selling players to create the strongest team you can, and then defining every aspect of their playing tactics, you could then step out on the pitch in your player manager guise and (hopefully) lead the team to victory. Not as easy as it sounds, but what a superb product.

IN PERSPECTIVE

The new perspectives that you can select in *Goal!* are a fantastic addition; both are like brand new games in themselves – the *Sensi* view really is akin to a supercharged version of Renegade's smash, while the horizontal game is a dream come true for all those who enjoy left-to-right scrolling footy but can't stand the ball sticking to the toe of your boot! For some time now, the pundits have been crowing about *Sensible Soccer*'s majestic rise to the top of the championship table, shunting *Kick Off 2* into second place. I never agreed with that view; I play both games regularly, and have always felt that the coveted crown balances precariously between the two titles. Or at least, I did until *Goal!* came along. This is without doubt THE soccer game to own – it's got far more gameplay and features than anything else around today. It's definitely the new benchmark for the genre, and you can bet your life that, as you read this, Chris Yates and Jon Hare will be doing the same and wondering what they can do with *Sensisoccer 2* to stay in the arena in this battle of the computer footy Titans. CU



Goal!'s horizontal playing view adds a further dimension to an already stunning game.



Why just stick to the normal Kick Off 2 view when you can try your hand at a *Sensisoccer*-style screen? *Goal!* gives you the best of both worlds!

How's the goalkeeper going to fare with all those bodies milling around his area?

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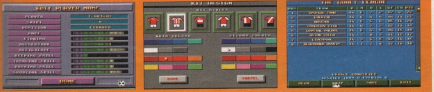
RELEASE DATE: **MAY**
GENRE: **SOCCER SIM**
TEAM: **DINO DINI**
CONTROLS: **JOYSTICK**
NUMBER OF DISKS: **2**
NUMBER OF PLAYERS: **1/2**
HARD DISK INSTALLABLE: **NO**
MEMORY: **1Mb**

GRAPHICS	◆◆◆◆◆◆◆◆◆◆◆87%
SOUND	◆◆◆◆◆◆◆◆◆◆◆89%
LASTABILITY	◆◆◆◆◆◆◆◆◆◆◆95%
PLAYABILITY	◆◆◆◆◆◆◆◆◆◆◆93%

> *The definitive Amiga soccer sim – a must for every footy fan*

OVERALL 93%

You can tailor almost the entire game to suit your own particular needs. Here we see Ian Wright's statistics – they can't be altered, but the name can be changed. Kit design has been turbocharged too, along with the League – Ipswich Town at the top? Blimey!



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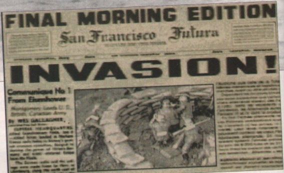
D-DAY

When you talk about great military leaders you don't think of Mark Patterson. So why the hell is he in charge of the D-Day landings?


FINAL MORNING EDITION
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INVASION!
Communique No 1 From Eisenhower
Montgomery Leads U.S. British Canadian Army
By WES GALLAGHER

A short digitised film sequence introduces each stage, in this case it's the beginning of the D-Day landings themselves.

Next year marks the 50th anniversary of the Normandy landings, and we can expect to see massed flotillas of pensioned-off naval vessels and squadrons of aging aircraft to mark the occasion. US Gold, presumably bearing this in mind, have got the commemorations off to an early start with the launch of their computer simulation *D-Day*.

The game begins on the first day of the landings, June 6th 1944, and places you in the unenviable position of commander-in-chief. From this lofty office you oversee the entire operation, issuing orders to units and instigating aerial bombardments. As if this wasn't enough, the game also gives you the option of participating in individual battles.

PLAYING THE PART

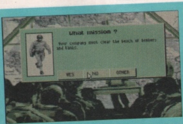
D-Day is broken into five sections. The largest is a wargame which places you in charge of the troop movements on the opening days of the conflict. In addition to this there are four action games which put you in control of paratroopers, infantry, tanks and a bomber. Obviously it would take ages to complete the game if you had to participate in every conflict, so you can be selective about which ones you involve yourself in. So that you can keep track of things, the game displays a list of all current conflicts, a feature that comes in handy when you're trying to rally troops for a charge.

MIXED BAG

The four sub-games are a mixture of action and strategy. The aim of paratroopers is to steer your intrepid troops safely to the ground without getting them shot or landing in trees. They can be moved left and right and sped up or slowed down to compensate for wind conditions. This section is reminiscent of one of the early 80s console games, with its flat graphics and linear gameplay.

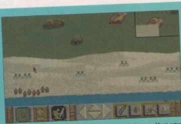
The infantry game finds you in control of a platoon of troops ranging in size from one to 10. These are armed with rifles, grenades and mortars. They can be instructed to open fire or dash behind the various bits of cover. What makes this particularly difficult is that you can only issue orders to one soldier at a time, which means that you've got to hope that nothing will happen to the others while you're trying to guide individuals to safety.

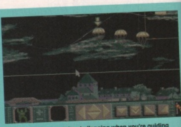
The result is a game which comes across as a poor man's *Laser Squad*. If there were any awards for laughable graphics this part of the game would sweep the opposition aside. The sprites are tiny and there's minimal animation throughout.


What mission ?

Your company must clear the beach of bunkers and tanks.

Select the stage you want to play, then choose your mission and head for the battle field.


Huddled in the bottom of the screen is your platoon. Here you need to guide them up the beach.


This level becomes quite challenging when you're guiding down several paratroopers.

FOUR OF A KIND

BOMBER

In the game, the B-17 bomber that you pilot isn't the most manoeuvrable thing on the planet. If you steer too far it's easy to stall the engines and end up on a one way trip to the ground. The game imposes a ceiling of 4000 feet on your flight, which is restricting, but falls in line with the simplistic nature of this section.

INFANTRY

This is the toughest section of the game. Your intrepid foot soldiers face-off against tanks and fortified enemy emplacements as they attempt to liberate villages and break through hostile lines. The way to succeed in this section is get your troops under cover as soon as possible. Failure to do so will find them picked off by enemy snipers. Despite the different scenarios, the objective remains the same throughout – simply kill every enemy in the area.

PARACHUTE

Without a doubt the worst of the four games. There's little appeal in a game such as this where you're simply steering your guys to the ground. It does become tricky when the wind picks up and you have four or five men coming down at once, but if you keep an eye on their positions it's relatively easy to get them to terra firma safely.

TANK

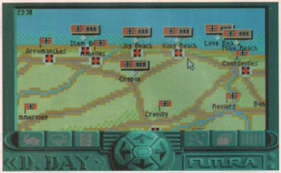
Driving through the countryside shooting up farm houses is great fun until you encounter an enemy unit. It only takes a near miss to damage a tank's tread so getting behind a tree or similar object is the order of the day. Once your vehicles are safely stowed it's just a matter of time before a lucky shot either way decides the outcome.

BACK TO BASICS

Bomber takes the form of a pseudo flight-sim. Your shown an external view of your B-17 Bomber with your targets marked out in the distance. The aim is to line your bomber up with them, then hit fire at the right moment to deliver its payload. Again, this is a very simple affair with few controls and almost no skill required.

Tank is the most enjoyable of the four sub-games. As commander of a platoon of Sherman tanks you're ordered to blow up bridges, command posts and other tanks while trying to hold on to as many of your vehicles as possible. If you fancy some action you can take the machine gunner's or main gunner's seat. From this position you have to rely on the computer to do the driving, which it manages by taking the straightest route from A to B, which often incorporates buildings, trees and friendly tanks.

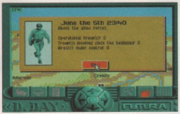
Before you attempt to invade Europe single-handed, it pays to try out the various training missions on offer. There are several of these and they break you into the conflict gently, pitting you against a paltry number of enemies.



The zoom mode allows you to get in close to the action and see exactly where your units are. Most enemy units are only visible when one of yours gets in close.

RAISING THE STAKES

If you feel that pulling off a successful landing is child's play, you can bring into play two options which almost double the challenge. The first is that the German army bring their Panzer reserves into the battle. In the real thing they held back the reserve forces, which proved a disastrous move. This means that as soon as you think you're getting the upper hand, several squadrons of tanks move in, usually with drastic consequences for your infantry. The second option has Hitler waking up when the landings take place. History buffs will know that none of Hitler's staff had the bottle to wake him when they heard the landings were taking place. Activating this option greatly increases the intelligence of the German forces, as they now have their commander issuing orders.



June the 5th 23:40
About the allied forces.

Operational troop(s): 0
Troop(s) involved since the beginning: 0
Area(s) under control: 0

The beginning of the landings. The ball in the bottom-centre of the screen allows you to scroll around the map of western Europe.

In the manual the programmers claim to have spent three years developing this game. From the finished product I can only assume they spent 30 months watching old war movies. The four elements of this game are all shoddy to say the least. The parachuting can be categorised as no-action packed, with the format for guiding your daring paratroopers to safety being hideously dull.

The other three sections all have far superior individual counterparts. Tank, for example, is bettered by *Team Yankee*. Although the latter costs more and you don't get the other elements of *D-Day* or the historical side, its quality more than makes up for that.

Ultimately the game is boring. There's only so many times you can play each of the sub-games and, obviously, the wargame starts the same every time and there are only a few effective strategies to discover. There was so much more they could have done. For instance, the British division used a group of vehicles call 'funnies' during their landings. These were usually tanks or armoured cars adapted for mine clearing. There's also the aspect of the problems the individual divisions faced. The American paratroopers which landed behind enemy lines got separated and suffered heavy losses. Events such as these leave plenty of scope for specific scenarios.

Throughout the game the graphics are a mish-mash of sprites and vectors. That said, the vector-based tank section is fast, while the bomber features some nice shadow effects and smooth animation.

To cap it all, the wargame side is also severely lacking. Instead of dealing with such aspects as supply, reinforcements and combining units, it's simply a matter of pointing the various platoons in the right direction.

The result is a game which doesn't really go anywhere. There isn't much depth or variety, and the lack of atmosphere strips away the historical interest. A very disappointing effort. CU

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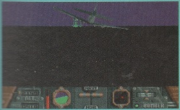
RELEASE DATE:	MAY
GENRE:	STRATEGY
TEAM:	LORICIELS
CONTROLS:	MOUSE
NUMBER OF DISKS:	4
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	No
MEMORY:	1Mb

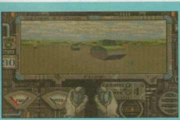
GRAPHICS	63%
SOUND	66%
LASTABILITY	62%
PLAYABILITY	54%

> *A good concept that has unfortunately been badly executed.*

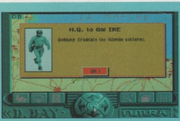
OVERALL 63%



The green arrows in the distance mark out your targets – all you need to do is keep your plane on target.



Sit in the driver's seat of the tank and you become responsible for everyone on board.



H.Q. to Gal IKE

Bombing: Eradicate the Azeville batteries.

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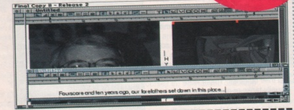

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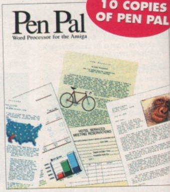

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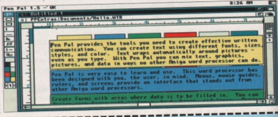

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3. The editor's decision is final.
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THE QUESTIONS

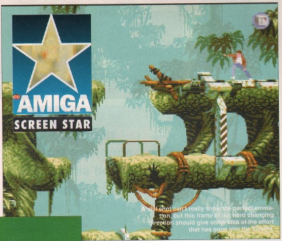
1. What is a font?
☐ A. A certain type-style
☐ B. A thing to stick babies in
☐ C. A small Peruvian pony

2. What's a 'jaggy'?
☐ A. A powerful soccer shot
☐ B. Scooby Doo's friend
☐ C. A blocky bitmap

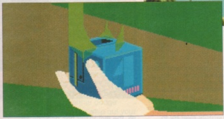
3. What's leading?
☐ A. The space between lines of words
☐ B. The stuff people nick off church roofs
☐ C. What Mr. Major doesn't do

FLASH BACK

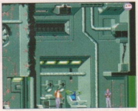
Delphine finally display their latest arcade adventure, while Tony Dillon tries to convince all that they based the main character on him...



A still shot can't really show the perfect animation, but this frame of our hero changing direction should give some idea of the effort that has gone into the visuals.



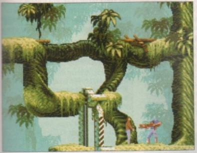
Animations like these appear whenever something important has been done. Here, you're about to find out details of your past.



I recognise that chair! Are you ready to go for a Total Recall holiday?

What happens if you 'borrow' plots from The Running Man, The Lawnmower Man, Total Recall, They Live and Blade Runner and mix them all together? You create the plot of *Flashback*. In Delphine's latest you take the role of a young scientist who, by inventing a pair of glasses which can read molecular density, discovers that aliens have infiltrated society. Once the aliens realise this, they kidnap you and drop you on their planet with a blank mind.

Flashback is an arcade adventure from the team that brought you *Another World*, but this is far more basic, going more for the traditional platform adventure. Unfortunately, this means lots of puzzles where you have to find an object and give it to someone else. Yawn. On the upside, though, it leads to loads and loads of action! Yes, *Flashback* is rich with the stuff Arnie's films are made of, with more scraps than *Street Fighter 2*!



If you like, you can zoom into areas of the screen, and then scroll about with the mouse. Great for trying to find objects and switches, but you can't play the game like this.

WHO AM I?

You begin the game with few possessions and no idea as to who or where you are. Move one screen down and you find a holocube which gives you some idea of what to do. Off you trot and before long you're picking up stones and using them to open doors, or manipulating lifts using an intricate set of foot switches.

The game is played over seven levels, and each level is cleverly broken down into segments. Not that you'd notice the segments. From the start, there are only about eight screens you can actually get to – the rest of the level is blocked by a bridge that has to be activated. By some stroke, the last puzzle of the segment happens to be the bridge activator, so you move to the next segment without realising it.

It is the variation in the gameplay that makes *Flashback* so groovy. On level two, you race around a space city, talking to people and eventually working for a living. From there on there's a part in a futuristic game show and your return to Earth.

ROTO-WHATTING?

The graphics are fabulous. Using Rotoscaping, Delphine have come up with the most realistic main character animation ever, even better than *Prince Of Persia*. Every possible movement has been covered, and no matter what you do, the sprite always moves in a fluid and convincing way. The same goes for all the enemy sprites and other animation. 'Film-like' was a phrase that swam through my head while playing; 'the best ever' was another.

Sound has been used to minimal effect, which is strange alongside the obvious effort put into the visuals. Very few spot effects and the occasional burst of music make up the aural experience. One very nice touch, though, is the way that major effects, such as a cannon firing, can be heard faintly if you are on one of the screens adjacent to the action.

CONCLUSION

Flashback is one hell of a good game. The first few times I played it, I hated it. Coming from the wrong angle, I assumed it was a graphic adventure, and with that in mind quite rightly panned it. It was only when I found myself bashing away on level four at three o'clock in the morning that I realised what a superb game it is. Its mix of quality animation and all-out blasting make it highly recommended.

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RELEASE DATE:	APRIL
GENRE:	ARCADE ADVENTURE
TEAM:	DELPHINE
CONTROLS:	JOYSTICK, JOYPAD
NUMBER OF DISKS:	4
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	96%
SOUND	71%
LASTABILITY	86%
PLAYABILITY	88%

> *Fabulous graphics, and bags of playability. Very, very playable.*

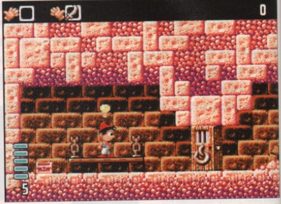
OVERALL 87%

PIRATES AHOY!

There's no doubting that *Flashback* is a quality game. Unfortunately, it looks like it's going to be a victim of its own success. Already released in Europe, pirate copies of the game began circulating in the UK before Christmas and an English language version appeared soon after. Why then, you might ask, has its release in this country been delayed for so long? Apparently, this was because US Gold, the game's publisher over here, decided to coincide its release with the Megadrive version. Sadly, it looks likely that this decision will affect the game's sales as the playground pirates have already got their mitts on it. I would have expected a game of this calibre to zoom straight to the top of the charts, but now I doubt if it'll even make the top ten. I sincerely hope I'm wrong as *Flashback* deserves to be a huge hit – we'll just have to wait and see.

ARABIAN

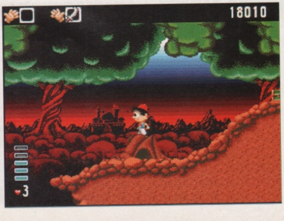
As the only one in the office with a penchant for curly-toed sandals, Jon Sloan was the perfect choice for Krisalis' new platform puzzler.



Right: At the start of the game Sinbad is locked up in the Caliph's castle. Fortunately, this light bulb above his head signifies that he's had an idea how to get out. Simply press the spacebar to be illuminated.

Did your parents ever try to send you to sleep at night by telling you stories of a brave prince beating overwhelming odds to rescue a princess? Were they full of demons and nasty monsters? Yes? I know, I needed years of therapy afterwards too. That aside, if you want to relive those tales of derring-do, Krisalis are releasing the game for you.

Arabian Nights tells the story of Sinbad Jnr., Chief Gardener's Assistant Helper (2nd Class), to the Caliph of some small eastern country. He is secretly in love with the Caliph's daughter, Princess Leila (isn't the hero always?). Unfortunately, he just doesn't have the necessary amount of 000's at the end of his bank statement to make a serious play for her hand. To cap it all, the evil Vizier has designs on Leila too, and he has the power to get her. Being a generally nasty sort of bloke the Vizier can't make Leila an offer directly, so he summons a demon from one of the more unpleasant levels of Hell to steal her away. Sinbad is in the garden when the demon appears and attacks Leila; sensing trouble (boy, this kid is quick!) he starts to scale the palace walls to reach Leila's balcony. Just as he gets there the demon takes off so Sinbad grabs its foot, but his grip isn't very good and he falls to the ground below. When he wakes up Sinbad finds himself in the palace dungeon accused of kidnapping Leila and using evil sorcery. Sinbad has to escape to rescue the princess and clear his name. Which is where you come in...



Throughout the game if you look carefully you can find many hidden rooms. These can contain extra currency, power-ups or even extra lives! Use this stump to gain access to one.

FARE'S FAIR

What we have here is the usual scrolling platform fare. Guide Sinbad across the screens, leaping unleapable gaps and whacking all sorts of nasties in the process. On the face of it there doesn't seem to be much to distinguish *Arabian Nights* from the 1001 other platform romps. Fortunately, there's more to it than first meets the eye. Apart from beating the necessary joystick-twitching dangers, playing *Arabian Nights* requires a little brain power as Krisalis have had the foresight to include a puzzle element in the game. Not only does it make playing and winning harder, it also adds to the lastability of the whole thing.

A1200 VERSION

As it stands, *Arabian Nights* is compatible with the A1200. And playing it on one of these beauties increases the overall amount of graphic detail. So, for example, you'll see loads of leaves falling from the trees, bigger dust clouds and more objects in the backdrops. Also, Krisalis are planning a super A1200-specific version which should be available some time later this year.

The puzzles are not brain straining but serve as a useful diversion from the main action. For instance, on level two Sinbad has to find some way to reach a high platform. Look carefully and you'll see a flower which looks as though it needs watering. If you check your inventory (he can carry up to 36 items at once) you won't find any liquid. However, earlier in the level he upset a bear

MEET THE GUYS

The first nasty to attack Sinbad is this palace guard. He's got a huge sword, but fortunately he's not too bright.

Not all people are out to get Sinbad. Free this prisoner and he'll give you a set of lockpicks.

One of the Vizier's elemental Djinnis. This one represents Earth.

This guy looks cute, but he's a walking time bomb – avoid at all costs.

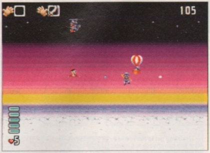
The second elemental Djinni is Water. Watch him grow before shooting spikes at you.

Another elemental – this one and his partner are one of the toughest guardians to beat.

The dragon that took Leila away can be tackled at the end of one of the magic carpet sections.

The grand old Vizier himself. Apart from an inflated ego, he's hiding a lot of magical powers so caution – and a big sword – is needed before taking him on.

NIGHTS

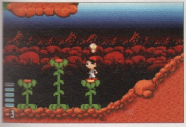


The variety in the gameplay between levels is excellent. In order to keep up with the Vizier, Sinbad must climb aboard this magic carpet. This presents the opportunity for a little shoot 'em up action.

which is now weeping; to carry the water you'll need some kind of container, and a search will reveal an old granny who gives you her thimble. Put two and two together and Sinbad will soon be reaching new heights. Don't worry if this seems too obscure to solve immediately, because whenever he needs one, Sinbad will be given an on-screen clue. This appears in the form of a light bulb above the character's head and pressing the space bar brings up a message. Sometimes this is a clue, at others it'll warn you of a hidden danger immediately ahead.

SPRINTING ARAB

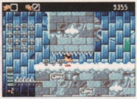
Sinbad is a nippy little fella and zooms around the platforms. He animates at a speedy 50 frames per second and, if you've got an '030 processor or higher, pressing F10 toggles him up to 60 fps! Not only is he fast, he's fairly agile too. He can leap huge gaps and do a snazzy running slide which, if he ducks at the same time, is extremely useful in avoiding low hanging spikes. Each of the nine levels is littered with these spikes, as well as acid pits, large spiky balls and other objects which must be avoided at all costs.



This flower looks like it needs a little water. Find granny to get her thimble, then go back to the sad bear. If you're quick Sinbad will be able to catch a few tears. When you use them on the plant it'll lift you up to the higher levels.

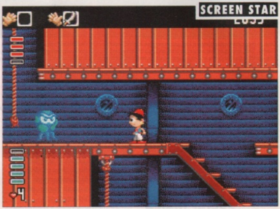
Coupled with the background stuff are a smattering of nasty characters who seem intent on stopping Sinbad fulfilling his quest. Contact with these objects and creatures saps our Sin of his vital energy, so either dodge them where possible or whip out your trusty sword for a swift bit of slicing.

Speaking of energy, Sinbad starts off with a fairly limited amount, denoted by blue rectangles in the left corner of the screen. Every contact with a dangerous object takes away at least one of these bars.



The lower levels of the Vizier's flying castle are pretty cool. Well, actually they're frozen. Find the crampons or you'll be sliding around all over the place.

Fortunately, scattered around the levels are treasure chests which contain varying amounts of extra energy. These chests are vital to his health and must not be squandered. Some house special magical amulets which increase the total energy units Sinbad can have. They may also contain certain useful power-ups, including keys, speedy boots and weapon boosts – Sinbad starts off with a fairly weedy sword, more of a penknife, really – but this can be increased on later levels to a longer, missile throwing slicer. It's absolutely vital to keep the various objects that you find as they will almost certainly be put to good use at some point. Tapping the space bar brings up the inventory and you can alter the objects that Sinbad's carrying in his hands according to need.



The Vizier has entranced many of the Kingdom's creatures to his cause. This squid looks a lot worse than it is. Chop him every time he gets close then step back to jump the bubbles he fires.

One of the main pluses of the game is the amount of variety between levels. Not only do the backdrops change, but also the style of gameplay. Level one is the Caliph's dungeon and, apart from the puzzles, is a simple platform game, likewise level two, set in the forest. But level three has Sinbad on board a flying carpet swooping across the skies in a basic shoot 'em up. Later levels consist of an underwater maze, another shoot 'em up and there's even an Indiana Jones-style mine cart race.

GOOD AND BAD

Arabian Nights has a lot going for it. Both the coder, Simeon Pashley, and the artist, Darren Hebden, have obviously put a lot of thought into it. Every level contains some nice comic touches, which range from Sinbad's precarious balancing act when he's too close to the edge of a platform to the jumping sheep which leap up to smash into his flying carpet (and emit a plaintive 'Baa!' when they get shot). The animation is top notch as is the soundtrack.

However, there's also a lot missing. I would have liked for there to have been more baddies and a few more power-ups. Despite the level variance, it all seems repetitive after a while. Equally, the restart points for when Sinbad is killed seem to have been chosen with little thought. There's also an odd mix of scrolling and flip-screen movement – why didn't they settle for one way of redrawing the screen?

Despite these drawbacks, this is still one helluva game. I can recommend it to anyone with a love for platform romps who fancies something a little different. CU

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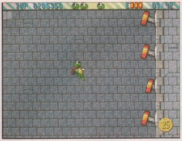
RELEASE DATE:	OUT NOW
GENRE:	PLATFORM
TEAM:	IN HOUSE
CONTROLS:	J, K, PAD
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

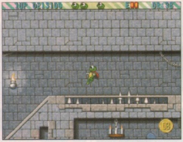
GRAPHICS	91%
SOUND	89%
LASTABILITY	78%
PLAYABILITY	85%

> *An above-average platform romp, but lacking long-term challenge.*

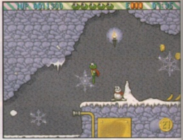
OVERALL 86%



One of the funnier sections in the game occurs in the Spooky Castle. This is one of the secret rooms and is a treat to find. The buffers on the walls act like giant springs and fling the frog from pillar to post – frog pinball!



The floor of the Spooky Castle contains a whole host of surprises to delight and astound you. The undulating spikes shown above only stun, but they are a pain (I'll leave you to guess where) nevertheless.



The final world is covered in ice and snow. This places our already slimy friend in a slippy position. It's very difficult to start running and then it's almost impossible to stop. This is made extra hard by the use of tight jumps and lots of spikes.

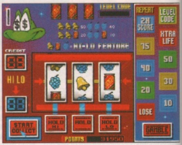
CU AMIGA SCREEN STAR

SUPERFROG

Faster than a speeding hedgehog, stronger than umpteen ninjas, Jon Sloan sees if Team 17's amphibious antics are all they're croaked up to be.

There have been many cutesy characters on the Amiga. The hero of Team 17's latest platform romp, though, has to rank up there as one of the strangest. And he's brought a small, green, elastic blob to keep him company.

Our hero was once a handsome young Prince and in love with a beautiful Princess (aren't they always?). Unfortunately, a wicked witch took exception to love's young dream and kidnapped the Princess after turning our hero into his current slimy self. So, off he leaped to the riverbank to drown his sorrows. Luckily for him a bottle of Lucozade happened to be floating by and our intrepid hero plucked it from the stream and took a swig. Now, I wasn't aware of this, but Lucozade apparently has a strange effect on frogs and turned this one into a super version of the mud dwelling leapers. (Remember kids don't try this at home or I'll have the RSPCA onto you sharpish.)



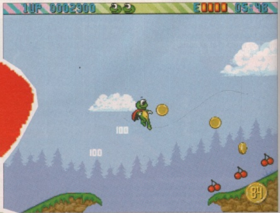
Once you get to the end of a level you can choose to gamble all the credits you've earned on this. It's an unusual way of doing it, but quite effective. Apart from score bonuses there's extra lives and level codes up for grabs.

Endowed with super skills he jumps off to find the Princess for a quick snog and a bit of retrogression before kicking some witch butt. Yes, it is a crap plot but who cares so long as the game plays well?

FROG'S AWAY

The game is divided into six worlds, each sub-divided into a number of levels. The levels are completed by collecting a set amount of coins, usually 99, explained as being a toll to access the next level. These lie scattered around the platforms and, in common with the rest of the genre, there are loads hidden in secret rooms. But if finding the things wasn't hard enough, you're also up against the clock. The time limits set are not too harsh, however, and can be increased by collecting the various Lucozade bottles that appear at certain points. These also act as energy boosts and come in very handy 'cos there's quite a few nasties that drain your energy. As well as the orange liquid there's fresh fruit to collect which gives you a hefty bonus at the end of the section.

To add to your woes each level is replete with its own selection of

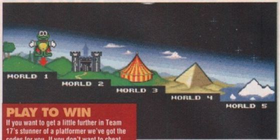


Superfrog contains loads of sections like this where you have to jump over a spiky pit at the correct angle to grab all the coins. One wrong move means instant death.

A DAY IN THE LIFE

Now that the Prince has turned a little green what lies in store for him? Here's a few facts that our once handsome hero should know.

- Frogs belong to the order Anura which is the largest amphibian family, accounting for 90% of all living species. They are characterised by the complete absence of a tail, the only exception to this being the Tailed Frog which uses its for mating.
- All frogs have extremely long and muscular hind legs with four articulating joints, instead of the normal three. This anatomical difference enables the web-footed wonders to leap longs distances in a single bound, the South American Flying Frogs can even leap from tree top to tree top.
- Frogs are generally semi-water dwellers and are very sensitive to habitat changes. Some can burrow into the mud and go into suspended animation during the dry season. Others, however, are killed in great numbers by man's interference with their homes. The balance is being redressed in the U.S. though by the introduction of frog routes which let migrating froggies cross the highways without being horribly squished by the passing vehicles.
- When their thoughts turn to luurve frogs produce thousands of offspring, or tadpoles, in an effort to combat the natural depletion in numbers due to predators and habitat changes. Fortunately most frogs are long lived and thus have the opportunity to breed many times during their lives compensating for these losses. Let's hope that the hero here changes back before he gets too amorous, otherwise the Princess may be in for a bit of a shock!



This screen provides you with a useful reference on Superfrog's progress through the game. It looks good too but serves no other useful purpose.

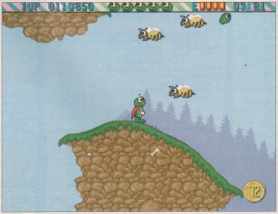
PLAY TO WIN

If you want to get a little further in Team 17's stunner of a platformer we've got the codes for you. If you don't want to cheat close your eyes now and don't open them till I tell you.

WORLD 1 No code	WORLD 4 467464
WORLD 2 392822	WORLD 5 452234
WORLD 3 343522	WORLD 6 ??????

energy draining creatures. These nasties come in various forms depending on the level you're on. For instance, in the Forest (World 1) they appear as wasps, hedgehogs and snails amongst others, whilst in the Ancient level (World 4) you'll meet bats, mummies and snakes. Some can be killed in the time honoured fashion of jumping on their heads, others are completely invulnerable to your attacks. Unfortunately, the only way to find out which is which is to jump and see. The only other way to bump them off is to find Spud, Superfrog's elastic blob of a friend. Once he's been picked up he can be thrown, boomerang-like, at enemies and is especially useful for hitting the flying varieties.

Talking of power-ups, there's a few other useful ones. The wings enable froggy to stay suspended for longer or glide further. The drawback is that to make them work you have to pummel the firebutton 'till you think your thumb's going to fall off. The other pick-ups are speed pills (fast and slow), restart pills (return here after you die) and a nifty invisibility pill. This turns the frog invisible, except for his eyes, so that he can run past and through most nasties (including the swinging spiky balls!).



Once you've found your friend, Destructo-Spud, he can be thrown at airborne enemies. He's a useful little character as some of the flying meanies are placed at vital points in Superfrog's flightpath.

BONUS GAME

At the end of certain sections all the fruit, coins and time you've got are totted up and credits awarded. These can be converted into points or gambled on a fruit machine for more points, extra lives or even level codes. It's quite accurate, too, as it's got holds, nudges and even special features. (We liked it so much that we've struck an exclusive deal to put it on our coverdisk in the next couple of months!) It's a pretty unusual way of increasing the score and I'm sure it must have been thought up after a long night in the pub. Still, it's good fun and makes a change from all that running and jumping.

The main gameplay itself is extremely tough, with a well thought out learning curve. The levels start pretty simply in the Forest, platforms are fairly wide and there aren't too many creatures to avoid. Later levels get a lot tougher with the introduction of springs to jump on, narrow landing spaces, switches to hit in sequence and loads of bloody spikes. These latter objects are extremely frustrating as even the slightest contact causes instant death. They're made even more hair shredding by the fact that they're often placed near to objects which stun froggy causing him to fall on them. Another monitor-smashing trick is the use of drop away floors. These appear on later levels and cause the floor to disappear from under Superfrog's feet with no warning. This results in him being dumped back two or three screens just before some tricky obstacle course which you've just completed. This is an old programming trick and a rather dirty one at that. It simply is a means of artificially prolonging gameplay and is a technique not worthy of coders like Team 17.

SECRET WORLDS

Superfrog is a very polished product, possibly the best that Team 17 have ever produced. Their aim was to make a classic in its genre. This they have done, as it has all the elements worthy of such a title.

From the Eric Schwartz intro right through every level the graphics scream workmanship at you – just look at how Superfrog's expression changes to one of grim determination as he breaks into a run. The sound too is apt for the genre and the gameplay never less than gripping.

On a separate point, Team 17 claim the game is compatible with all Amigas but I found that there are occasional problems running it on higher Spec. machines, such as the A1500 and A4000. Problems vary, but they range from corrupt graphics on the fruit machine option to complete crashes. Nevertheless, this game gets my vote. CU

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RELEASE DATE:	OUT NOW
GENRE:	PLATFORM
TEAM:	IN HOUSE
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

GRAPHICS	88%
SOUND	81%
LASTABILITY	87%
PLAYABILITY	92%

> *A soon-to-be milestone in the history of Amiga platformers.*

OVERALL 89%

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SEE NEW AGA GG PACK BELOW

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120MB HD	2 + 4MB	£1989
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With CBM 1960 Multisync colour monitor inc tilt and swivel
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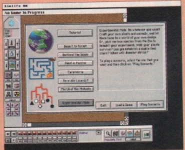
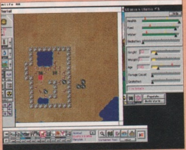


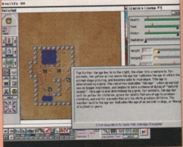
Experimental Mode: Do whatever you want! Craft your own plants and animals, and let them loose in a world of your own design. Or, pick various species from the Zoo to inhabit your experiment. Will your plants survive? Can you establish a stable food chain? When will disaster strike?

To play a scenario, select the one that you want and then click on "Play Scenario."

This is where it all starts. From here, you can select the scenario you want to play, or try out the tutorial.



Each individual animal has this variable panel assigned to them, which shows you how hungry and thirsty they are, and whatever thought happens to be going through their head.



The further the age bar is to the right, the older this creature is. For animals, the yellow arrow above the age bar indicates the age at which the animal stops growing, and becomes able to reproduce. This age is determined by a gene. The red arrow indicates "old age", when an animal can no longer reproduce, and begins to have a chance of dying of "natural causes". This age is also determined by a gene. For animals, the age bar will be yellow for children, green for adults that are of age to produce children, and red for animals that are too old to produce children. The number next to the age bar indicates the age of an animal in days, or the age of a plant in years.

Click anywhere to make this message disappear

By clicking on option titles, a text window appears telling you what that option does. Beats hunting through a manual!

SIM LIFE

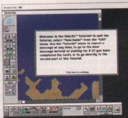
We've always said that Tony Dillon is teh result of centuries of in-breeding. In Maxis' new god sim we can prove it!

You'd be forgiven for thinking that Maxis' latest simulation extravaganza, *Sim Life*, looks almost exactly the same as *Sim Earth*. No-one could blame you either if, once you've caught a glimpse of the manual, you find yourself under the impression that it's even harder to get to grips with than its predecessor – if such a thing can be imagined! You would, however, be wrong on both counts.

To be fair, the two games do have a few common denominators. Like *Sim Earth*, *Sim Life* has no end point – you won't find a Game Over screen in this software. In keeping with their philosophy of creating software toys rather than games, Maxis have aimed to make the package as open-ended as possible – you can literally do whatever you feel like.

That, however, is as far as the similarities go. In *Sim Earth* you had to build the world, but the aim was to keep the planet alive. *Sim Life* turns the whole equation on its head – once the world has been formed, forget about it and concentrate on the life forms. By cleverly evolving the beings you already have, and creating new, perhaps more suitable ones, you have to try and reach your chosen goal.

Upon loading, you are greeted by the main menu screen. Everything looks fine and dandy – there are half a dozen preset challenges, from turning a desert into a forest to keeping a species with a limited amount of males evolving, together with a tutorial and an experimentation mode. Remember, *Sim Life* has no specific end point – these scenarios are merely examples of the sort of goal you can set yourself.



Welcome to the SimLife™ Tutorial! To quit the Tutorial, select "New Game" from the "Edit" menu. Use the "Tutorial" menu to repeat a message at any time, to go to the next message instead of waiting for it (if you have completed the task), or to go directly to the second part of this Tutorial.

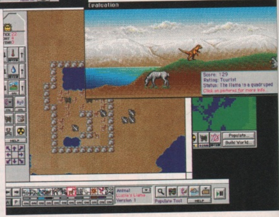
Click here to continue.

The start of the tutorial. Panels like this appear frequently, and keep you up to date with what you are doing.

GETTING TRICKY

From this point, things get a little complex. Two pages isn't a lot of space to explain something that takes a 200-page manual to detail

Below: The evaluation panel lets you know how well you're doing. By clicking on the individual pictures, you can find out how many creatures you're currently looking after.



Score: 129
Rating: Tourist
Status: The llama is a quadruped
Click on pictures for more info

THOSE SCENARIOS IN FULL

Sim Life comes with six ready-to-run scenarios, covering a wide spectrum of topics and experiments. They are:

① Desert To Forest
Your aim here is to take a barren wasteland and turn it into a lush forest. To do so, you need to place loads of the more hardy plants, and hope they evolve. As plants die, they decompose, creating a more nutritious bed for some of the weaker plants.

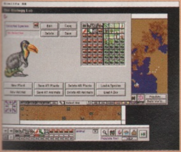
② Battle Of The Sexes
How would a species with an 80 per cent female population exist? Here's your chance to find out. Remember, most of the babies will be female also, so after a few generations, some interesting mutations will take place.

③ Feast And Famine
You start with a large collection of herbivores and an even larger scattering of young plants. It all starts well, but watch what happens when the food runs out. An excellent lesson in food chain control.

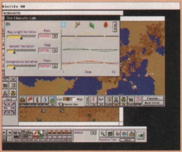
④ Carnivoria
Stepping the previous scenario up a difficulty notch, this scenario adds meat eating predators to the scene. Can you keep a balance?

⑤ Terrible Lizard
What did happen to the dinosaurs? This experiment might just give you some idea. Were they all wiped out by a comet, or was it nothing more than a total breakdown of the food chain?

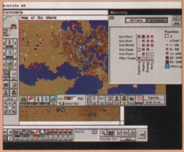
⑥ March Of The Mutants
Create some random genes and throw them out to fend for themselves. Weird and wacky mutants battle for supremacy, or at least survival to the next generation.



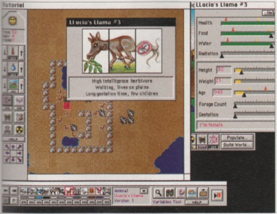
This is where you create the prototypes for your life forms. The easiest way to do things is to copy an existing form, and then tailor it to your needs.



Basic yearly cycles can be changed, and though altering the day length might not seem drastic, you'd be surprised as plants that thrive on light die in the winter.



The easiest way to see how your life forms are getting along is to look at this chart, which shows you how the species are evolving.



High intelligence herbivore
Walking, lives on plains
Long gestation time, few children

Height 32
Weight 21
Age 943
I'm female

Above: Each of the three segments displays a different characteristic.

YOIKS, WHAT A PERSONAL DISASTER!

Sim Life contains a smattering of disasters which can be triggered by the player, or left for the computer to throw in at the moments when you could do without them.

① **Plague**
A deadly virus is passed from animal to animal, wiping them out as it goes.

② **STD**
A simple STD.

③ **Heat Wave**
There's nothing like global warming to mess up your plantlife. A quick heat wave increases global temperature dramatically.

④ **Cold Wave**
Like a heat wave, only colder.

⑤ **Flood**
A flood is great for the sea-dwelling creatures of your world, but a curse for any plantlife that lies in your coastal regions.

⑥ **Drought**
With a drought on, no rain will fall, and your plantlife will suffer.

⑦ **Fire**
This can only happen if there are plants in your ecosystem.

⑧ **Comet**
The old Maxis favourite, and the easiest way to wipe the slate clean and start again.

⑨ **Teleport**
Randomly re-arranges the plants and animals in your world.

⑩ **Civilisation**
This places land developers on the globe and lets them run wild.

adequately, but I'll give it a go. *Sim Life* is based on an extensive set of biological rules concerning evolution and survival. Each lifeform is broken down into dozens of categories, from the basic prototype genome, which dictates things like whether the animal can fly, how much energy is taken up by foraging for food and how many babies it has in a litter, to individual breakdowns which cover the sex of the animal, its various tolerance levels to hunger and thirst and the sorts of things it likes to eat.

You don't just create animals either. You are also responsible for the evolution of plantlife, controlling such factors as how their seeds are spread, and the sorts of shrub they evolve into. Every creature is based on a prototype gene, but their surroundings and habitat dictate how each successive generation will mutate. It's this toying with the mutation that makes it so enjoyable.

Thankfully, you're not just thrown in at the deep end. A full on-screen tutorial takes you through the basics of the game, from building a world to understanding the reasons behind certain animal behaviour. A box will appear on screen and ask you to do something, such as select an option or create a certain plant. Once you have done that, the tutorial steps forward to the next stage, all the time keeping you fully informed of what you have done and the effects your actions have had. This makes getting into the game far easier.

The game is windows-based, with information panels summoned via a menu bar at the top of the screen. Being ported directly from the Apple Mac, the mouse control is highly intuitive; pop-up menus and help panels are displayed by clicking on the appropriate icons, and it looks a treat on the A4000 and 1200. Every control panel and display window is in a completely different box, so the screen can be rearranged to your heart's content, which is just as well as it can get very cluttered at times. There are dozens of information panels to work through, and it isn't advisable to have more than three on screen at once, if you can help it.

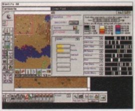
GOING DOWN

If reading this review has made you think of a couple of things you would like to do, chances are you can. Designer Ken Karakotsios has made a superb job of the design, giving the user total freedom.

Sim Life does everything it claims to do, and although it's extremely technical, it never baffles the user with jargon. Its only real downfall is, of course, the fact that only a small percentage of users will fully appreciate what it can do.

DIFFERENT WORLDS

There are two different versions of this package being released. The first to hit the streets will be the A4000/A1200 version, which is the one reviewed here. Due to speed and memory, the largest of the four types of world is unavailable, but that is the only restriction. The A500/600/500+ version will be released around the same time, and we're assured that the drop in speed will be minimal, and you will only be able to create the smaller two worlds. Apart from that, the game should be identical, so the mark given stands for that version too.



Left: It might look complicated, but this little diagram shows you at a glance exactly what your world is comprised of.

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RELEASE DATE:	JUNE
GENRE:	BIOLOGY SIM
TEAM:	AMBERSOFT
CONTROLS:	MOUSE
NUMBER OF DISKS:	2
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	61%
SOUND	52%
LASTABILITY	98%
EASE OF USE	83%

> *Superbly designed, flawlessly executed, but a bit limited in commerciality.*

OVERALL 93%

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NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

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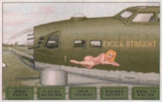
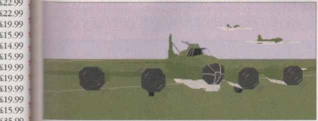
B-17 FLYING FORTRESS

Tony Horgan considers himself a high flyer, so when B-17 came into the office he was the obvious person to take a closer look.



Customise your drab old bomber with a bit of fancy artwork – and why not give it a name while you're at it?



Formation flight is harder than it looks – fortunately, you can tell your co-pilot to keep an eye on the controls, while you put your feet up with a flask of tea.

The year: 1943. The place: a USAF base in Southern England. The Allies are gradually nosing ahead in the fight against the Nazis, but it's not over yet. American B-17 bombers are playing a vital role in the struggle, and you've just been assigned the job of Commander of the local B-17 team. It takes a crew of 10 to operate the plane, and it's up to you to make sure everyone does their bit.

AIRBORNE FREE

Before you get airborne, you need to select your plane. You can either take one 'off the shelf', or have a brand new, personalised one. Name your plane, spruce it up with some snazzy nose artwork, and it's off for the mission brief. The briefing session is made more tolerable with some grainy black and white reconnaissance films and maps. Once you think you've swallowed that lot, you get a chance to customise the game to suit your skill level. There's an overall difficulty level, and all kinds of other parameters can be independently tweaked, from the levels of flak, to whether or not the bombs are liable to malfunction.

So far, it's all going fine, but the first irritations start when you find yourself at the controls of the beast. Instead of lining you up for take-off, the computer makes you go through an exceedingly tedious few minutes as you taxi onto the runway. You can use the 'time-skip' function to minimise the boredom, but then you'll probably miss the take-off itself, which is about the most exciting part of the game, until you get to your target.

Once airborne, it's best to delegate the flying duties to your co-pilot, otherwise you run the risk of colliding with your fellow airmen in the three-plane formation. This means that you're free to admire the beautiful green English countryside, which has been completely stripped of hills, towns, farms, and any other distinguishing features that may have helped pass the time.

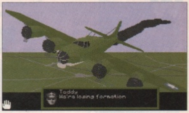
WE'RE GUNNER DIE!

Using the time skip feature again, you can jump forward to your first encounter with the enemy. This is usually a gun battle with a small group of German fighter planes. The B-17 would be a sitting duck, were it not for the various gun turrets that just about cover all the angles. You're free to swap your control between any of the gunners at any time. Considering this is one of the few 'action' stages in the game, it's fairly low on excitement. Most of the time, the bandits are no more than single pixels wobbling around in the sky, out of the range of your guns. When they do come up close, they usually just shoot past in an instant. The controls are no help either – not only do they react with a very noticeable delay, but the guns have an irritating habit of moving in big steps. On top of that, the game accesses the disk intermittently throughout the gun battles. Accurate marksmanship goes out of the window – realism has taken precedence over gameplay once again.

It's obvious that Microprose have put a lot of time and effort into *B-17*. Some of the pre-flight screens are excellent, and before you get into the main part of the game, there are plenty of details to keep the enthusiast interested. What a shame, then, that they've come up with a very slow and uneventful flight sim. All the bells and whistles will never make up for the shortfalls in the heart of the game.

Even if a few buildings or hills had been added to the landscapes, it would only make things slower. Concessions to realism mean that you can't even try out a bit of trick flying when you get bored – well, you can try, but you'll find it's a one-way ticket to death.

Flight sims can be fast, fun, and even exciting. Unfortunately, *B-17* is none of the above. It's all well and good going for factual accuracy, but you've got to remember that you're actually producing a game. **CU**



Neglect your duties and it can all go horribly wrong. Remember to pack your parachute!

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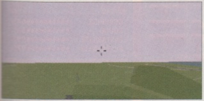
RELEASE DATE:	APRIL
GENRE:	FLIGHT SIMULATION
TEAM:	IN HOUSE
CONTROLS:	M/K/J
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

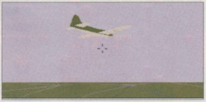
GRAPHICS	61%
SOUND	56%
LASTABILITY	74%
PLAYABILITY	65%

> *A disappointingly uneventful flight sim, sadly lacking in excitement.*

OVERALL 68%

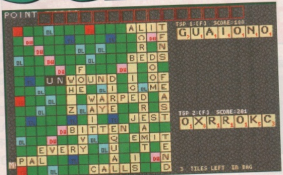


This is the most common view of the bandits – mere dots on the horizon. Be prepared though, as they launch sudden attacks.



Make sure that you don't end up taking out your comrades in the heat of the battle.

SCRABBLE



The action's really hotting up now, as the bag empties and the number of available spaces reduces dramatically.

It's been around in one form or another forever it seems, but now everyone's favourite word game is set to hit the Amiga, as Tony Dillon discovers.

When I first saw a *Scrabble* computer game (written by Leisure Genius for the Spectrum almost 10 years ago!), I remember thinking what a totally pointless conversion it was. Back then, the tools to create the sort of Artificial Intelligence and the storage capacity necessary for all the possible words just weren't available, and so you ended up with a very basic version of the game that was only slightly better than playing alone.

Now we reach 1993. The base level Amiga has at least 1Mb of memory and there are chess programs that can compete with Grand Masters. US Gold have brought forward *Scrabble* once more and this time I can honestly say that it gives me a real run for my money.

Everyone knows how to play *Scrabble*: intercrossing words are laid down on a grid rather like a crossword with a score calculated from the letters that make up the words and any special tiles the letters might be placed on. Each player has seven letter tiles, and each time they use one, it is replaced with a random letter. Play continues until no more words can be made and there are no more tiles to be drawn from the bag. Whoever has the highest score wins. And that's about it.

PUZZLE IT OUT

The question is, how do you take a game that is already that simple and effective on a board and use a computer to improve on it? You don't. You merely add lots of options, menus and help and try to keep it as faithful as possible. Consequently, Amiga *Scrabble* lets you alter the colours on the board, play the whole thing in black and white with or without music, play with up to three other people or a computer opponent with 16 different skill levels (the highest of which uses a lot of strategy and tries to create nine letter words!) and use help if you like.

Help? Yes, to aid you in your quest for *Scrabble* superstardom, you can get a little help from the computer. This comes in two forms – hints and advice.

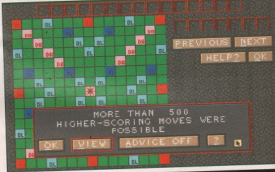
Hints can be called before you make your move, and when selected the computer looks at your tile and the board and comes up with every single permutation it can, which you can then browse through. Advice is far more aggravating, though.

If you find the idea of someone whispering in your ear things like 'Oh no, you didn't want to do that' or 'I can think of a much better word than that' then you most definitely want to turn the advice off. After each move you make, the computer checks your letters and then tells you how many higher scoring words you could have made. This might not sound too bad, but it really gets up your nose when you have thought for hours, placed a six letter word scoring you 50 points, and the computer tells you that there are 72 more profitable words you could have placed! Aaargh!

All things considered though, *Scrabble* is a superb conversion of the original. If you like the game, then of course you'll want to get it. Otherwise, well, if words are your thing, then you could find yourself using it to sharpen up those skills. *Scrabble* may not be to everyone's liking, but this is a perfect version.

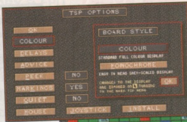
NO CHEATS

In the old days, if you entered a word it didn't recognise, the *Scrabble* program would ask you to confirm it, taking your answer in good faith. For the sake of looking really good on the high score table, I tried to play this new version the same way, only to find that you can no longer enter words the program doesn't know. Mind you, with a vocabulary of over 130,000 words, you'd be hard pressed to find one!



MORE THAN 500 HIGHER-SCORING MOVES WERE POSSIBLE

Above: Yes, yes, there's no need to rub it in. After each move, the program can tell you how many better words you could have used.



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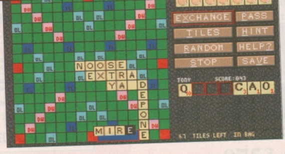
Left: This menu screen lets you choose the type of board and the type of game you play.



Right: Words are formed in the bar at the top of the screen, and then dragged with the mouse to the position you want them.

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GENRE:	BOARD GAME
TEAM:	ARC
CONTROLS:	MOUSE
NUMBER OF DISKS:	1
NUMBER OF PLAYERS:	3
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	64%
SOUND	53%
LASTABILITY	99%
PLAYABILITY	97%

> *'If you like Scrabble, then you'll love this conversion.*

OVERALL 83%

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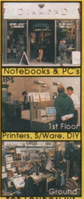

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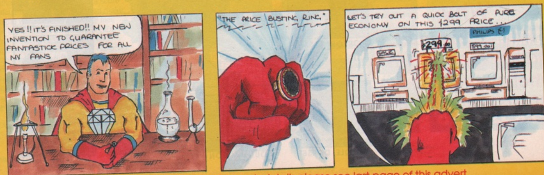
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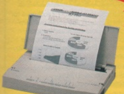

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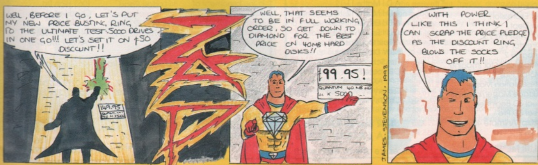
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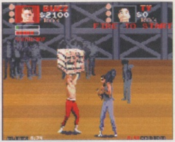


Probably the best thing about *Pitfighter* is the digitised screens at the start of the game showing the three player characters training. They're actually quite close to the original ones found on the coin-op – in fact, this is a fairly decent conversion of Tengen's arcade machine. Unfortunately, that praise isn't as high as it sounds; the arcade game was only pretty average to begin with.

As beat 'em ups go, the plot for this one is dirtier than usual. The basic premise is that you're involved in some illegal backstreet prizefighting. There are no rules, no rounds and the last one left standing wins. You get to choose from three characters, Ty, Kato and Buzz who come from different fighting backgrounds – pro-wrestling, martial arts and kickboxing. Each of them has his own set of moves which include a special one that's applicable to their 'sport', such as jumping spinning kicks or body slams.

The arcade action is fast and furious, with lots of wicked objects to pick up and throw at your opponents, including knives, shurikens and even motorbikes! The winning fighter gets paid a purse which contains a bonus for how brutally he fought, so it's no-holds-barred action all the way.

As I said, the conversion has been carried out pretty well and the digitised characters look quite realistic. Unfortunately, too much attention has been paid to the way they look when stationary, as they break down completely when things move. Too few frames of animation have been used for them and, as a result, everyone tends to jump around the screen in a most unconvincing manner. This, coupled with the fact that you can actually fight on top of some of the background audience, makes the whole thing very unconvincing. As a full-price game I would have panned the whole thing, but as a budget title, it's probably got enough to deserve a serious look if not an actual purchase.

68%

TERMINATOR 2

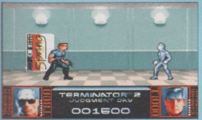
HIT SQUAD OUT NOW £7.99

If you've seen the film by now (and who hasn't?) then you'll have a pretty good idea what this game is all about. It mirrors many of the main scenes in Arnie's smash blockbuster, but inevitably fails to live up to the promise of its cinematic namesake.

The player controls Arnie's character, the T-800, sent back in time to protect John Connor, a soon-to-be rebel leader, from the murderous attentions of a more advanced terminator robot, the T-1000. This new breed of assassin has a nifty shape-changing ability, which means he can turn into liquid metal whenever he's in trouble.

The first level sees the T-800 facing up to his enemy in an arcade that the young John Connor frequents. It's basically a horizontally scrolling beat 'em up between the two characters. The available moves on this screen are fairly limited and the joystick controls are pretty unresponsive. If you manage to survive this you're plonked on the back of a Harley along with John and have to outrun the T-1000 in a vertically scrolling race.

Later come various puzzle sub-games, such as the piece-Arnie's-face-back-together using sliding blocks, more vertically scrolling chases and, finally, the scene in the metal works which is an exact repetition of the first screen. It's a very mixed bag which fails to gel in any way whatsoever. The animation is of very poor quality, the sound effects are minimal and the playability is atrocious. You should avoid this game at all costs.



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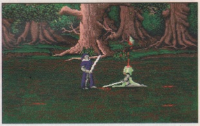
MOONSTONE

MINDSCAPE OUT NOW £14.99

This game is prefaced by one of the most stirring animated intros I've seen. It may not be the best animation or sound ever, but their combination into one cohesive whole makes for a blood-curdling intro.



Set in ancient times when men were men and women were... well, women, it tells the tale of 'The Quest for the Moonstones'. You and up to three friends play knights on this quest, travelling the lands and testing themselves and each other in mortal combat with bands of hairy monsters. This is played out over a detailed map containing various cities to explore and monster's lairs to attack.

Movement is controlled on this main map and you can travel as far as the terrain that you're on allows. If you stop at one of the cities you can visit a tavern to gamble for more cash to buy better equipment, visit a Mystic to be healed or have your stats increased. All very derivative stuff you might say, and I would agree. But that's where *Moonstone* begins to depart from the norm. When you attack a lair, or if you're attacked by one of the other knights, the viewpoint switches to a horizontally scrolling beat 'em up. It's here that the game shows its true colours, for it's one of the bloodiest games on the Amiga – literally. Every blow is depicted in full-colour gore (mainly red) with decapitations accompanied by suitable squelching sound effects. (Don't worry if you're a bit squeamish as you can turn the gore off but, frankly, doing so takes away the game's appeal.) The animation in these sequences is absolutely superb and the backdrops over which you fight are equally detailed.

It's so gripping to try and find tactics to beat the other knights and monsters, as each requires subtly different attacking sequences. For instance, the mud-men rise up out the ground and try to drag you down with them. All it takes is one good blow and you're history, so you have to move quickly around the screen and use your longest range of sword thrust to keep them at bay. With other knights it's best to start at a distance and throw a load of knives to weaken them and then get in close for a bit of good old fashioned hacking. Fortunately, there aren't that many types of monsters to beat.

This combination of strategy and joystick flailing action makes *Moonstone* a winner. It may lack long-term appeal, but it's great fun while it lasts.

86%

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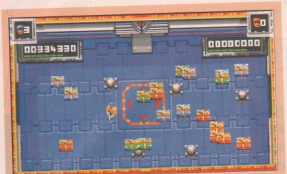

SMASH TV

HIT SQUAD OUT NOW £7.99

If you like your games coated in an extremely violent veneer, then *Smash TV* should be right up your street. Mix shoot 'em up action with a team of baseball-wielding thugs and you've got a good idea about what to expect here. An excellent conversion of the Williams' coin-op, the action comes thick and fast as you take control of a contestant in an ultra-violent futuristic game show. The aim is to collect as many different prizes as possible (such as videos, toasters and microwaves) while avoiding an army of mutant psychos who are after the greatest prize of all... your life!

The graphics aren't really up to much – you'll be disappointed if you're expecting the same quality as those of the coin-op – and the in-game sound effects are decidedly tinny, but for a mindless blast this really can't be beaten. Each room is packed full of prizes, mortars, explosives, laser emplacements and hidden bombs, and before you know it the screen is flooded with the aforementioned thugs who won't rest until they've battered you into a mushy pulp. Get boxed in by this lot and you'll be hammered until you fall to the ground unconscious. Armed with a paltry machine gun to begin with, there are various power-ups scattered around each room which can transform your weapon into a slice'n'dice death machine. Be careful, though, as there are also explosives scattered around each level and if you run into one of these your brains get splattered all over the screen. Once you've completed a number of such screens it's onto a confrontation with one of the game's big bosses. Hours of fun for all the family (especially if they're psychotic killers).

79%

PIRATES!

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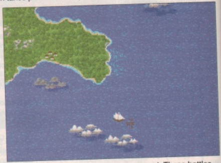
Pirates! was the first game that I had nightmares about. When it first came out I spent hours glued to it, only to find the sounds of lapping waves and whooshing winds dominating my sleep, too. This game is seriously addictive.

You play the part of a young apprentice captain sailing the Spanish Main in the 17th century. The aim of the game is fairly simply – make enough money to die a rich man and rise through the ranks of social and nautical class. Whilst this may sound easy, in practice it's bloody difficult. Fortunately, there are various ways to achieve these goals, including visiting a port's Governor to be assigned various tasks or to take a Letter of Marque, whilst surreptitiously trying to chat up his daughter! As any good pirate knows, fame and fortune doesn't come easy.



The main action takes place on a map depicting your ship and the islands of the Main. It's here that the sailing is done and the battles fought. When you encounter another vessel and attack it you're given a close-up top-down view of the two ships. It's then a matter of who has the better ship and sailing skills to get in the right position to launch a broadside before the enemy can respond. These battles are not controlled by any stats and require you to master the mouse and read the winds if you want to come out the victor.

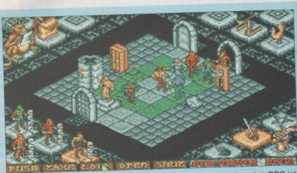
The mental strategy is fairly demanding too, as you have to juggle loads of factors if you want to keep your crew happy. These include the number of battles you've won, how much gold there is in the hold and the amount of food available. Remember, a happy crew is not a mutinous one!

If I had any idea what life on the Spanish Main was like, I might be in a position to say that *Pirates!* is an excellent simulation. As I don't, all I can say is that it's an excellent strategy game. My only grumble is that some of the animations are looking a little dated now, but that by no means detracts from the gameplay. If you buy it, you should be prepared for some long nights.

89%

LEGEND

MINDSCAPE OUT NOW £14.99



There are few decent RPGs which use an isometric viewpoint to depict the action. The only other one that I can think of is Gremlin's *Heroquest*. The main reason for this is that it usually detracts from the more strategy-based elements of the game. Fortunately, *Legend* doesn't fall into that trap.

The player takes control of four characters who are on a quest (aren't they always?) to rid the land of Trazere from the hordes of chaos. People are being transformed into hideous creatures and are attacking the rest of the population, and it's up to you to find a cure for this evil. What this boils down to is the usual dungeon bash, combined with some strategy elements as you decide where to place the cash that you've won to pay for the country's defences.

The four party members that you've got to do this job are a varied bunch – there's the Fighter, the Bard, the Assassin and, best of all, the Runemaster. It's this last character that transforms *Legend* from just another RPG into something really special. The magic system involves mixing various runes and elements into spells. The manual is deliberately vague on what combinations to use and invites the player to try various options out for himself. This is quite exciting as you sometimes don't know what the spell does until you use it in combat (though you are given some good clues when it's mixed). And when you get into battle, either in the dungeon or on one of the roads leading to the towns, *Legend* really begins to shine. Each character, although tiny, is well animated and the action is graphically portrayed. This is quite a bonus as anyone who's played Heroquest can tell you. When your Runemaster casts a spell you actually see it fizz across the screen and explode on the chest of an enemy. This action takes place in real time, so some magical preparation is needed before you enter into battle. Fortunately, the fighters tend to look after themselves while you're left to control the Runemaster's spellcasting.

Dotted around the dungeons are various magical items which will increase your party's strength. There's also pots of money that can be used to buy more weapons and spells or help fortify the towns against evil. The cash comes at a price though – exploration is tough as there are many puzzles to solve.

The combination of realistic combat, exciting exploration and strategic thinking make *Legend* excellent fun. It's one of those games that you start playing at six o'clock and then find yourself at two o'clock in the morning wondering where the time went. Buy it now.

89%

WWF

HIT SQUAD OUT NOW £9.99

Wrestling's come a long way since the days of *World of Sport* and Saturday afternoon tag matches televised live from Doncaster town hall or Ilkley swimming baths. The beer bellies and swimming trunks of our home grown wonders (and I often 'wondered' about Big Daddy!) have been replaced by the rippling muscles and Elvis-style showmanship of the USA's World Wrestling Federation. The action's still as crap as ever, but it's entertaining crap.

Unfortunately, the same cannot be said about the computer game. Able to choose from Hulk Hogan, British Bulldog or The Ultimate Warrior, opponents include the likes of Mr. Perfect, Sgt. Slaughter, the Mounty, Warlord and Million Dollar Man. During a series of five-minute bouts, the aim is to simply reduce an opponent's energy bar by knocking them about the ring. Sooner or later, you end up in a clinch (of the non-romantic, fist-in-your-face variety), a stand-off where the only way out is to waggle your joystick faster than your opponent. Do this successfully and you'll be able to pick him up and hurl him across the ring. And there's action outside the ropes, too – there's always a handy chair to pick up and smack over someone's head.

Sadly, that's about all the gameplay there is. Billed as a two-player game, this is only possible in practice mode and even then your opponent will always be Mr. Perfect. Not bad fun while it lasts, but you'll soon tire of this drab and unimaginative license.

48%

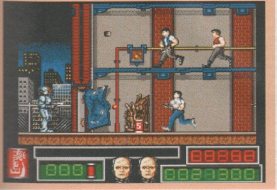
ROBOCOP 2

HIT SQUAD OUT NOW £7.99

Ol' tinhead returns in another orgy of ultra-violence in future Detroit. Following on from the incredibly successful first game (which stayed in the charts for more than a year after its release), *Robocop 2* is a fast and frantic platform shoot 'em up. Developed by Special FX, the game boasts seven levels: three platform shoot 'em ups, two puzzle games and a couple of hostage shoot-outs. The shoot 'em up sections typically involve the player in collecting canisters of the addictive drug, Nuke, before they fall into the hands of criminals, and freeing a number of hostages. Blocking your progress is an army of heavily armed villains as well as a number of platform obstacles. Power-ups are in plentiful supply and include rapid fire, scatter shot and three-way fire amongst others. There's also a time limit, so if you fail to reach the end of the stage in time, you're placed back at the start of the level. Puzzle sections involve Robocop in a race against time to regain his memory. This is done by collecting Robo's memory chips on a graphic representation of a circuit board. Rogue chips block a player's progress and you can't double back or pass through the same location twice. There are four such sections to get through, each one harder than the last. It works well but can be a little repetitive. The shooting gallery stages involve calibrating Robo's gunsights by shooting criminals as they appear at windows. It's very similar to sequences in the first game, although it's hard to distinguish the shapes at windows and the controls are sluggish. The more targets you hit, the less shots you'll need to polish off the bad guys in subsequent levels.

It's all entertaining stuff, although the Robocop sprite is dreadful and has developed a mincing walk which makes him look more like John Inman than the ultimate law enforcer. The final confrontation with the new, improved Cain is a bit of an anti-climax, too, as there's no great difficulty involved in blasting him to pieces – it just takes an inordinately long time! But *Robocop 2* is still an addictive blast and there's certainly a lot going on. The mishmash of gaming styles can be a little off-putting, but if you can live with that you'll find this is a lot of fun.

76%



RBI BASEBALL 2

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BATTER CIBERON
AVERAGE 286
HOMERUNS 14

All the thrills and spills of Major League baseball can be yours with this fun but flawed bat'n'ball game. Featuring all 26 teams from the Majors, most of the rules of the real game have been included and each player has their own particular strengths and weaknesses based on actual pro stats.

It's not merely a question of standing on the home plate and spraying the ball in all directions, though. You have to carefully examine the strengths and weaknesses of all your players and make timely substitutions. This is particularly important in the case of pitchers. Starting pitchers have more stamina than relief pitchers, but a careful eye must be kept on the speed at which they throw the ball. As soon as they slow up, call on the subs.

The game offers a choice of playing in the minor or major leagues. It's best starting off in the minors to get some much needed batting practice. It's quite hard to judge pitches at first and the majors will hit you with so many fastballs, you won't know what day of the week it is. The pitcher has a number of throws available such as a slowball, fastball, curveball or normal speed pitch and can be made to jig from side to side to accentuate the ball's angle. Batting is merely a question of positioning your player within the batter's box and timing the swing of the bat to meet the incoming balls. It's a bit of a hit-and-miss affair to begin with and things don't improve much, even after a couple of hours of practice! There's little indication where the ball will go, or when, so it's really pot luck if you manage to hit the ball for a home run.

The animation and graphics in *RBI* are excellent. It's also very fast. The first time you manage to collect a ball, throw it to a baseman and tag someone out as they attempt to slide into base gives a real sense of achievement. Unfortunately, there's no league system so matches are only on a friendly basis. Some of the excitement of the real thing is lost as a result – a series of friendlies becomes mildly irritating when you could be marching up the league in pursuit of a pennant, the play-offs and a place in the World Series. Another quibble is the deceptive angle of the ball once it's been hit into the air. It's almost impossible to second guess the direction it's going to travel in until it starts to drop and by then the opposing team are halfway round the bases.

Originally released on the NES, the Amiga version of *RBI Baseball* is just as good as its console cousin, but that's not saying a great deal. It's fun, exciting, but ultimately frustrating.

72%

»

STORM MASTER

GAMES WORTH PLAYING OUT NOW £12.99

If you're a fan of strategy sims, this game shouldn't be missed. If you're not then it may turn you into a lifetime convert to the genre. *Storm Master* combines an unusual scenario, some excellent graphics and an easy-to-learn control system into an absorbing game.

The player is cast as the new ruler of the wind-swept realm of Eolia, which is in the middle of a war with its neighbour Sharkaania. You rule with the aid of nine councillors who must be kept happy if they're to remain co-operative. Each has a different role, some more important than others. The Ecclesiast, for instance, can predict and sometimes control the fierce winds and thus commands much power and respect, whilst the Advisor simply records the state of the Kingdom.

The main aim is to destroy Sharkaania's seven cities, whilst preventing them from destroying yours. To achieve this goal you'll need loads of flying ships and lots of men. It's about now that you realise the size of the task that lies ahead and the attention to detail that has gone into the game.

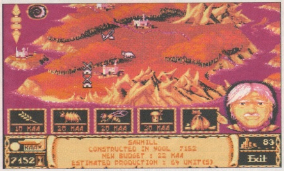
To build one of the four types of air ships you'll need raw materials. These come from the mills, which have to be constructed in specific sites to produce the relevant materials. If the mills are near the forests then you'll get a lot of planks and if they're near the plains you'll get wool to weave the sails with. Every decision that's made in *Storm Master* has a long-term strategic consequence, so you'll have to think carefully before clicking.

One of the best sequences comes with the construction of the air ships. You not only have to choose a ship type, from the sleek and fast Ikaar to the bulky Noowe, but also how to arm and propel them. This bit is quite tricky, because if you don't get the lifting weight right, when it's tested it'll crash spectacularly with complete loss of life (and all the cash that went into building it).

Once battle commences you can choose to take control of the ships in a 3D combat sequence using crossbows and catapults. Normally this part of a strategy game is very weak, but here the action is thick and fast.

The attention to detail and overall playability are superb. The game looks good and demands a lot of deep thinking if you're to succeed. This one deserves a firm recommendation.

82%



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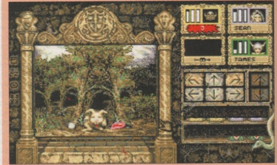

This one takes its name from the tea-time T.V. show which features a bunch of hapless kids transported into a computer generated dungeon. They are guided on their various quests by Treguard, the Dungeon Master. Essentially the whole thing is like some cross between a game of *Laser Quest* and a Virtual Reality trip – only not so good. But if you're hoping for a direct conversion of that show then you're in for some disappointment, which is good news for those of us who hate the thing!

The game superficially resembles the old *Dungeon Master*-style of RPGs, with you taking control of four disparate characters and viewing the 3D world from the first-person perspective. Here their aim is to complete four quests (as usual read 'dungeons' for 'quests') in the search for four magical objects which are needed to do battle with the evil Lord Fear. However, this resemblance is purely superficial as the game plays much more like Tony Crowther's earlier venture, *Captive*.

As in that game, all four characters' stats can be viewed individually or in a group; a feature that's extremely useful when one of them is injured or weighed down. The graphics too are very similar with some nice individual touches, like the plant pots strewn around. Unfortunately, this is one area where the game could have been improved as the limited colours tend to make some text very difficult to read, especially on T.V.s.

The quests drop you straight into the action so there's no time to get used to your team before they have to start fighting the various monsters. Speaking of which, these villains are, for once, semi-intelligent and will not forget about you if you close a door on them. The monsters are more likely to nip round the nearest corner and wait to pounce once you come out of the room. Also, the puzzles are quite bizarre, perhaps reflecting Tony's strange sense of humour.

Having said all that, I quite liked *Knightmare*. It's very difficult but that's one of its credits. If you fork out the cash it's nice to know that you'll not only enjoy playing it but will still be doing so weeks later. Good fun!

81%

METAL MUTANT

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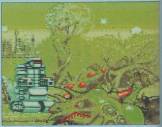
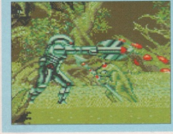


Far into the future, when humanity gets tired of doing all that boring paperwork AROD7 is invented to take care of it. Unfortunately, it's a learning computer and soon decides that it's humanity that's causing all the problems. So, using a revolutionary bio-mechanical hit squad it begins to decimate the human population. Before it's too late a rebel alliance is born and in a last-ditch attempt to save us all the leader pops his brain into a transformer-type robot and seeks out AROD7. Yes, it's another excuse for a horizontally scrolling beat 'em up.



You take control of the rebel robot, which can transform itself into three different beasts – an android, a dinosaur and a tank – each of which has completely different abilities. This means that you get to choose from a fearsome array of combat and shooting moves. The only trouble is, they're all complete rubbish.

This game is a misjudged mix of shoot/beat 'em up action and strategy. The strategy comes in the form of choosing what robot to use to destroy the current screen's nasties. For instance, only the dinosaur's fiery breath can destroy the swarms of alien bees, whilst the tank's guns are the best weapon for some beasts.

The main sprite is fairly big and reasonably well drawn but, the price you pay for this is losing all speed and playability. The joystick response is incredibly slow and requires pixel perfect placement to execute one of the moves. Altogether, this is a game to miss.

32%

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SMALL TiPS

For tips that are hotter than a double strength vindaloo look no further than CU Amiga. Handle this page with care!!

ROME

We've already provided you with some general hints on playing Millennium's isometric puzzler. If you still can't figure it out and would like some specific action to take place, including winning the game, try these codes out for size. Hold down the ALT key and type in the numbers, when you release it the effect described will begin:

HERCULANEUM

764	Start thunder and lightning
826	Start volcano exploding
293	Give host some money
119	Give host toga
275	Force ship to dock
472	Win level

ROME 1

682	Win level
792	Add to Hector's cash
092	Pretend Hector's just come successfully from here
442	Evening
443	Night
624	Start a dice game
635	Start a play
426	Start a slave auction
857	Emperor's speech
608	Buy a slave girl
719	Buy a slave
702	Start games
299	Put Hector inside Palace

BRITAIN

232	Rainfall
233	Fine
234	Night
235	Day
868	Monitor Sentinel's strategies
490	Win level

ROME 2

362	Win level
102	Start registration of candidates
103	Auto-register Hector as a candidate
114	Buy a slave
305	Start games
436	Start election (Hector is candidate)
437	Start election (Hector isn't candidate)
410	Pretend you've borrowed money
792	Add to Hector's cash
442	Evening
443	Night
551	Own a slave girl

EGYPT

691	Enable map blips for Sentinels
661	Monitor Sentinel's strategies
809	Win level

ROME 3

624	Win level
403	Night
434	Buy a slave
305	Start games
210	Start games
792	Add to Hector's cash

DALEK ATTACK

May must be the month for level codes. Type one of these in whilst playing (include spaces) to time warp the Doctor to the next level:

From London to Paris
Day Of Reckoning

From Paris to New York
The Slyther

From New York to Tokyo
Tricolour Coffee Shop

From Tokyo to Skaro
D5 Gamma Z Alpha

HARLEQUIN

Many thanks to Tom Wörner from Galway for this ace cheat to an excellent platform romp. As far as we're aware this is the first time that anyone's spotted this one.

Guide the Harlequin to the jigsaw puzzle section whilst carrying the space hopper. When you fall from the kite select the space hopper and jump up to the lower of the two platforms above you. Disengage the space hopper and jump across to the other platform, then leap over the low wall. When you land, keep on firing to see where the ground is and move across to the point where you're walking on air. Run left until you can go no further then jump up and you'll hit an invisible warp. You'll be prompted to insert disk one and now you can sit back and watch the end sequence.

HISTORYLINE 1914-1918

Here's all the level codes for single player mode:

1. Pulse
2. Goose
3. Sport
4. Bimbo
5. Tempo
6. Baron
7. Bumm
8. Level
9. Toxin
10. Princ
11. Clean
12. Xenon
13. Signs
14. House
15. Sigma
16. Seven
17. Zombi
18. Moves
19. Blade
20. Zorro
21. Stone
22. Mosel
23. Order
24. Sodom

To win most scenarios position your forces in the following manner. Retreat to your buildings then place all the artillery in front of the door. Surround them with your other units and place all spare ones inside the building. On your movement turn wait for the computer to select attack targets, once they've been hit move them inside for repair. On your attack phase only use the artillery and shoot enemy units that are nearest to your perimeter units. Generally, shoot down his aircraft first as they pose the biggest threat. The computer rarely puts damaged planes in for repair, so they'll soon be reduced. Once the aircraft are put out of action attack the artillery, then go in to finish him off. Thanks to Paul Kirby from Leeds. He wins a game.

FLASHBACK

For those of you who've made it this far, here's the solution for the final level of *Flashback*.

At the start climb onto the ledge, operate the lift up, take gun out, kill alien, go up, right, operate lift up, go right, operate switch, go left to replenish energy if needed. Go back to screen with alien on and go right, operate lift down, kill alien, pick up key and use on lock, operate lift up, then up again, save game. Take one step back from the save game point then roll right three times to get past the slime. Next, go down, use the key on the lock, stand on the edge of the lift then operate it up, use the receiver so it goes down the hole, then use the transmitter. Then kill the alien and get the receiver back, shoot the eye thing and watch out for laser beams, go to the far left in the same room and use the receiver again, then use the transmitter. Get the receiver, go right, drop the receiver by holding it and pressing DOWN and ENTER together. Now go left till you find a save point and save the game. Go left as far as possible to replenish your energy if needed, then go down. Next go right, climb on ledge and shoot the thing in the middle of the room, then go to the opposite side and repeat the same. Repeat till one of the things on it stops beating and no aliens come out. Go right, operate the switch, operate the lift up, go right, operate the lift up, place the mouse on the beeping object and an alien will appear. Shoot the alien, pick up the key he dropped and use it on the lock. Operate the lift down, go right, kill all the aliens, then roll right past the slime. Go to the far right and when you are commanded drop the atomic bomb, operate the switch and use the transmitter. If the screen hasn't started shaking, then use the object called '75' and go to the lift which is approximately in the middle of the screen. Finally, stand on the lift and operate it up and you will be greeted with a superb end sequence.

Many thanks go to Gavin Kay of Sheerness, Kent who wins a game for his solution.

BODY BLO

Stand by your joysticks! Team 17 are here with a fistful of hints and cheats for the meanest, moodiest beat 'em up in town.

Listen, you bunch of lily-livered wimps – if you're still struggling to get in the same ring as Max, then we're here to transform you into a champion prize-fighter. No matter if you're a weedy six-and-a-half stone wet lettuce, the following player's guide is guaranteed to make you king of the ring. In order to keep things as simple as possible, we've based our player's guide around Nik, although most of the techniques that we're about to divulge should work equally well with the other one-player characters in the game.

NIK

So here's Nik. Being the leader of a local gang, Nik's had plenty of practice when it comes to inserting his hand in other people's faces. Decked out in ripped jeans and baseball cap, Nik likes to think of himself as the ultimate street warrior. Such is his hatred for his elder brother Dan that he can channel his rage into a bolt of pure energy with devastating consequences. Yep, he's one mean mutha – just be thankful that in this player's guide he's on your side.

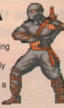
VS. YIT-U

First up for a hammerin' is the Billy Whiz of his generation. Yit-U may boast about his 'special technique', but he's not as fast as he'd like to think. He's fairly easy to beat if you fight defensively, i.e., block his punches and only attack when he uses his power speed. Use a combination of Mid-Kick and Sliding Kick while he's charging down on you.

VS. DUG

This lump of lard is about as tough as a soggy piece of toast. Start off with a couple of flying kicks to back him into a corner, then follow up with a combination of Mid and Low Kicks. Once you've toppled him to the ground, jump back and wait for him to rise to his feet. As soon as he's standing again, jump forward with a flying kick and then hit him with another combination until he falls over again. Repeat this method until he's beaten. Dug can only really cause any trouble if you give him enough time to perform an 'Earth Tremor'. If it looks like he's about to pull one off, jump into the air just as he's about to slam into the ground and then hit him with a Low Kick. That'll leave him winded so you can then wade in with some more Mid Kicks to finish him off.

VS. NINJA



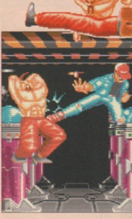
Aerial attacks are the best way of knocking the stuffing out of Ninja. After you've successfully chopped him up, follow this up with a combination of Mid and Low Kicks. When Ninja uses his 'Death Roll', block and counter with a Mid Kick followed instantly with a Roundhouse Kick. This technique will be a success three times out of four.

VS. MARIA

Our Latin Lass has a special move called the 'Flemenco Fury' whereby she spins around until she hits you with a devastating force. If she tries this when she's at the opposite end of the screen, hold down your fire button and unleash your 'Inner Energy Bolt' which will put an end to her dancing career once and for all. Apart from this tip, use the same methods as those that you used to beat Dug.

VS. KOSSAK

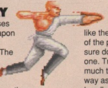
So far your opponents have been a particularly weedy bunch, but things start to hot up when Kossak enters the fray. He possesses awesome strength, although he moves like a slug walking through Golden Syrup. Wait for Kossak to come to you and, when he gets close, fire off multiple combinations of fast attacking moves. If he manages to get in close and starts his 'Driller Killer' move, immediately counter this with a Mid Punch followed by a combination of Mid and Low Kicks.



VS. DAN

Be wary of Dan as he has exactly the same strengths and weaknesses as Nik. The only exception is that his power up is slightly faster than yours. When Dan is close and jumps up or over you, counter with an uppercut. This is a particularly effective move and will knock him off his feet and give you time to think out your next move. The best way to finish him off is to jump in and take the fight to him attacking as much as possible.

WS



VS. LORAY

This guy possesses an awesome weapon in the form of the 'Buddha Flame'. The only way of beating him is a Sliding Kick or a Flying Kick over the Buddha Flame attack, followed by a combination of two to three moves in quick succession and then a hasty retreat. Repeat this method until he's punched out of the ring. This method will take some time to master, so don't give up after a few defeats.

VS. JUNIOR

A boxing champion, Junior is about as tough as they come. The secret to beating him is to mount an all-out attack and never relent for one second. Jump in and kick ass. A word of warning though: watch out for his special move – The Blitz – or else you'll end up flat on your back seeing stars.

VS. MIKE

Mike may look like the gentleman of the pack, but he sure doesn't fight like one. Treat him in much the same way as you would handle Junior, but with a little more caution as he's slightly faster. Jump in and unleash a combination of moves, block until he attempts a 'Whirlwind Punch' or 'Whirlwind Kick', then let him have another fearsome combination of shots.

LEVEL 24
LEVEL 24

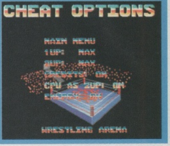
VS. MAX/T17

This guy is as fast as Yit-U and nearly as strong as Kossak. It's also impossible to throw or kick him to the ground, so he's always ready to attack. Keep things simple: block, attack, block. And remember, once you've defeated Max you've got to go through it all again as his skin peels away to reveal the steel-like muscle of the T17 man-machine. Just as tough as Max, the T17 character should be treated in much the same way – i.e. with extreme caution. Don't get boxed into a corner, otherwise you'll take a pasting. Kick low and fast to keep the android off balance and then follow up with a quick succession of chest-high body blows. If this doesn't work, roll out the prayer mat and pray!

CHEAT MODE...

CHEAT MODE... CHEAT MODE...

If you're still getting the stuffing kicked out of you, then the best course of action is to... CHEAT. Thanks to reader Dean Pearl, we can reveal how to make your character practically invulnerable and beat the Paxo out of all comers. First, call up the options screen and plug one joystick into port one. Now stick another joystick into port two. Next, pull joystick one to the left and joystick two to the right for about six seconds. Ta-da! As if by magic (or rather devilish programming) a cheat screen appears which lets you take part in a two-player Max vs. Max slugfest. On the other hand, you might think that this gives your opponent too much of an advantage and opt to be Max while he/she has to make do with one of the less powerful characters. The best bit, though, is the invulnerability option which magically transforms your character into a super-sponge so that he can soak up an unlimited number of blows without losing any energy.



CHEAT OPTIONS

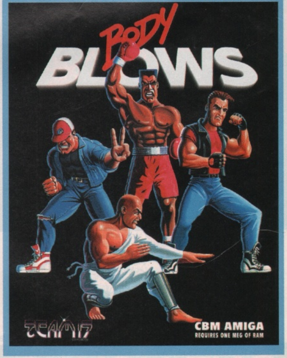
MAIN MENU
1UP: MAX
2UP: MAX
CREDITS: ON
CPU AS 2UP: ON
ENERGY: ON

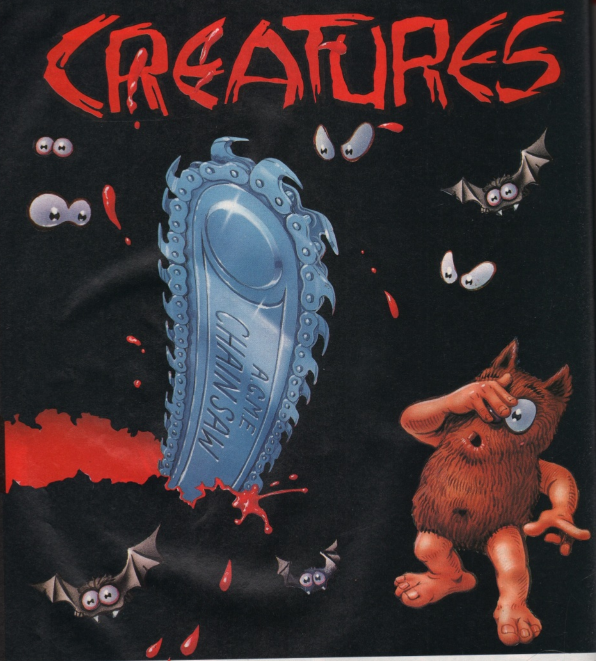
WRESTLING ARENA

WIN A BODY BLOWS POSTER

100 POSTERS UP FOR GRABS

Want one of these? Thought so. Thanks to Team 17, we've got 100 *Body Blows* posters to give away and all you've got to do to win one is tell us which was the first beat 'em up that Team 17 ever released. Once you've jotted that down with your name and address, send your postcard to: Body Blows Compo, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Entries to arrive no later than May 20th, 1993. First out of the hat wins and the Ed's decision is final. No correspondence will be entered into, as Dan's far too cheap to pay out for the postage and no employees of EM AP Images or Team 17 are allowed to enter.





ZANY!
ADDICTIVE!
WHACKY!
CRUEL!

WILD!
IRRESISTIBLE!
TEAR-JERKING!
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THE CHAOS ENGINE

What do you get if you mix shoot 'em up action with some brain-straining strategy? A bloody hard game, that's what. So here to help out with Renegade's *The Chaos Engine* are the Bitmaps themselves.

PARTNER UP

Before you start to play you must choose the team to take on The Engine. Here's a quick chart to give you a hand. Remember – the more you spend on the characters the less you'll have to improve their stats with.

Character	Cost	Weapon	Damage caused with no power-ups	Damage caused with full power-ups
Brigand	2750	Rifle	7	36
Mercenary	2750	Gatling	6	36
Gentleman	2500	Flamer	5	30
Navvie	3000	Cannon	8	44
Thug	3000	Shotgun	8	49
Preacher	2500	Lightning	6	27

Character	Max no. of bullets	Does shot travel through monsters?	Specials
Brigand	4	Depends on power-up level	Shot burst, Molotov, Attract
Mercenary	6	Never	Bomb, Mines, First Aid
Gentleman	2	Always	Map, Attract, Repellant, Party Power
Navvie	4	Depends on power-up level	Dynamite, Shot burst
Thug	7	Never	Molotov, Air burst
Preacher	1	Always	First aid, Map, Shield, Freeze

NOTES

1. The maximum damage caused is a factor of the number of bullets shot. So the Preacher causes 27 damage with 1 shot, whereas the Thug fires 7 bullets which do 7 damage each.

2. When you're still getting used to play, choose the Brigand or the Mercenary as the human controlled character (HCP) as they're fast and versatile. As for the computer controlled character (CCP), choose either the Gentleman for his speed and map, or the Preacher for his first aid kit.

GENERAL PLAY GUIDE

When you set out, use the map as often as possible as it may reveal secret rooms. It's also useful for finding out what a set of keys does. Use it before you pick them up and then afterwards.

Try to collect all the silver keys that you can as they open up the exit route and can make other vital objects appear. Gold keys open up secret rooms or bonus areas. They also have a habit of disappearing if left alone for too long. If you pick up one set they may make the others disappear, so don't worry if you can't find them. Bonus rooms often contain tough monsters, so don't tackle them until you're more experienced.

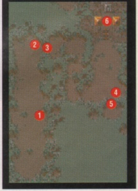
If a level has more than one exit try to make your way to the one with the higher letter. The higher the letter, the better your starting position will be on the next level.

You'll need cash to power the players up. Pick it up as soon as the monsters drop it, as it quickly disappears. When you get to the equipment stage buy weapon power-ups and extra lives for yourself and intelligence for the CCP. Extra lives are awarded for every 7,000 points.

Finally, not everything is as it seems. Bonus/secret areas may be concealed behind walls/hedges and can be accessed simply by shooting the obstruction. Also, some monster generators are actually warps to secret areas – if you kill all the monsters and the generator remains, try jumping into it.

WORLD 1 LEVEL 1 – THE BEGINNING

1. Shoot this node.
2. Silver keys appear here when the node is shot. Pick them up.
3. The silver keys open up this hedge.
4. Collect the gold keys here.
5. The gold keys open this hedge to reveal a bonus room.
6. Shoot these nodes to open the exit between them.



CODES GALORE

It seems that the Bitmaps' game is extremely popular indeed, witness its meteoric rise to the top of the game charts. Also, we've been inundated with codes this month. Unfortunately, most of them are not worthy of publication. This is because the codes are very specific to the characters that you're playing, the score they've amassed, how many power-ups they've got, etc. Fortunately, one or two of you spotted some very useful codes which give you loads of cash enabling you to get 30 lives, full power-ups, etc. The downside of this is that they obviouslly limit you to the characters that they create – still, you can complete the game with them so here goes.

HHGGFFDDCCBB – Thug and Preacher, World 1, approx. 50000 cash.
LQPBK8JWDNBY – Thug and Preacher, World 2, approx. 40000 cash.
8H8BK0SWQY7H – Thug and Preacher, World 3, approx. 30000 cash.
P28BKM6XMWWK – Thug and Preacher, World 4, approx. 30000 cash.
JJHHGGFFDDCC – Navvie and Brigand, World 1, approx. 10000 cash.
PKJKDL1#DFD4 – Brigand and Mercenary, World 4, approx. 20000 cash.
XXXXXXXXXXXX – Gentleman and Navvie, World 1, approx. 30000 cash.
YYYYYYYYYYYY – Thug and Gentleman, World 1, approx. 20000 cash.
VVVVVVVVVVVV – Brigand and Mercenary, World 1, approx. 30000 cash.
TTTTTTTTTTTT – Mercenary and Gentleman, World 1, approx. 45000 cash.

Many thanks go to all those who sent codes in, but especially to James Shirley from Cowbridge. He was the first one to tell us about the code that gives you loads of cash. If he writes in we'll send him a game (sorry we didn't take your address).

»

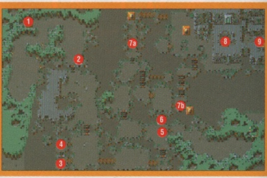
WORLD 1 LEVEL 2 – MUD RIVERS

1. Shoot this node first.
2. These silver keys will appear once the node has been shot. A bridge will appear directly below them.
3. Collect these gold keys to create the series of bridges that lead to 4.
4. Collect the gold keys here to create another set at 5.
5. These gold keys are used to create the bridge to the east, thus giving access to a bonus area.
6. Silver keys here. Collect them to create a bridge to the west.

7a. If you take this route you'll have to battle hard 'cos it's the hardest way out of the level. Collect the gold keys at the end and retrace your steps to point 6 and then go north to the node.

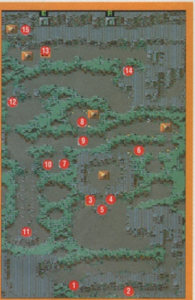
7b. Take this route south to the node instead of the route described in point 7a.

8. Shoot this node to open the exit. If you can't reach it collect the keys from point 8 or drop a special weapon into the pit to activate it.
9. Collect these gold keys to create steps down into the node pit.



The only way to get to this node at the end of the Rings world is to run straight for it once you're on the plateau.

WORLD 1 LEVEL 3 – RINGS



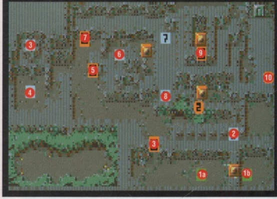
1. At this point take the hazardous southern route to point 2.
2. Collect these gold keys and a set of steps will appear at point 3. There are loads of goodies to collect there.
3. Climb the stairs to collect the gold keys at the end of the promontory. They will then create steps at point 4.
4. Go up the steps to collect more goodies.
5. Shoot the pillar on the right here (the one with the face on it) to get to the silver keys inside the circle. Pick them up and the passage to the north will open up.
6. These gold keys shut down the monster generator next to them.
7. Collect the silver keys here to open the way to the node at point 8.
8. The silver keys that are here cannot be picked up. Shoot the node to reveal silver keys at point 9.
9. Collect the keys here to open the next section and reveal the gold keys at point 10.
10. Collect the gold keys here to open a bonus area to the west.
11. Pick up these gold keys and on the way back north shoot the pillar on the left with the face on it to open a secret area to its right.
12. Collect the gold ring from here to warp the silver keys next to you. Pick them up and they'll open the passage north.
13. Shoot this node and then follow the series of gold rings to the silver keys at point 14.
14. Pick the silver keys up to create steps to the north. Go up these and immediately run east to get the gold keys at point 15.
15. The gold keys here can only be collected if you run straight here first. Picking them up will reveal a node which, when shot, opens exit B.

WORLD 1 LEVEL 4 – THE ROCKIES

1a. If you followed the instructions for the Ring level correctly you'll start here. If so, collect all the goodies and then go up the stairs to collect the silver keys and shoot the node at point 2.

1b. If you exited the Ring level from exit A you'll start here. Go east and up the steps to collect the silver keys and shoot the node at point 2.

2. The silver keys at point 2 will open this passage up. Go through it and head east to the warp hole in the hedge. Jump in to be transported to a secret goodie room. Once you've cleared the room out you'll be transported back here.
3. Collect the silver keys from here to create the ones at point 4.
4. Collect these silver keys and they'll create the steps up to point 5.
5. Once here shoot the node to the east and a set of silver keys will appear. Collect the keys to create the steps at point 6.
6. Climb the stairs and proceed along the ledge collecting the bomb to shut down the beetle generator.
7. Pick up these silver keys and another set will appear just to the north. This will happen four times; be careful collecting them though as the thumpers above you fire directly at the places they appear. The final set will create steps to the north.
8. Activate the node at the bottom of the pit using a special weapon. Alternatively collect the activation token to the south, but be warned that this creates loads of thumpers which all fire at you. The exit is now open.
9. Your progress here is blocked by two rocks. You can only shoot one of them; make sure it's the one on the right as it hides some gold keys. Pick the keys up and a set of steps will appear south to a bonus room. After clearing this out head for the exit.



These mutants take a lot of shots to dispose of. Hide around the corner and shoot and run.

GVP

GREAT
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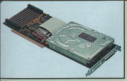

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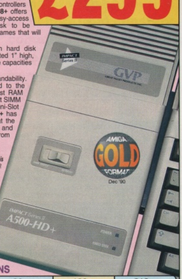

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GVP
AMIGA GOLD FORMAT SEPT '92
A530 COMBO ACCELERATOR + HD FOR THE AMIGA 500/PLUS
40MHz

"... the build quality is excellent ... in terms of performance, their gear is the best ... their equipment is worth every penny! 94% AMIGA FORMAT 9/92

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SOFTWARE

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3. You don't have to be mad to work here – but you do to eat the food.

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THE SHRINE OF KNOWLEDGE

Draw near and ask your question. Don't be embarrassed, even the most noble adventurer is sometimes stuck for a clue. Behind the velvet curtain is the Shrine of Knowledge, where all secrets are revealed and hearts are laid bare.

MONKEY ISLAND II

Adrian Nye of Bath is so desperately short of underclothes that he is even prepared to wear old pirates' pants – at least he would if he could find some. Despite the fact that CU Amiga has already attempted to give a blow-by-blow solution to *Monkey Island II*, I continue to receive pleas for help with this mega-adventure. To complete the list of ingredients for a voodoo spell, we require a piece of Largo's clothing, but Adrian can't figure out how to get some.

The Shrine replies: It's going to be very difficult to get any of Largo's clothes, as it is a well-known fact that pirates only change once a year – whether they need it or not! Before Largo will remove anything, it will need to be 'really' dirty. Pay a visit to the men of low moral fibre sitting next to the laundry and ask them for the bucket which is hanging from the ship's stern, (that's the blunt end.) You'll need to ask them very prettily, but they'll give it to you in the end. Take the bucket to the swamp and fill it with mud. Nip back to Largo's room and place the bucket above the door. Hide behind the screen and you'll be treated to the sight of Largo having a mud bath. If you now follow our muddy pirate you'll see that he takes his shirt to the laundry and collects a ticket. Largo will now return to the ship and hide the ticket behind the door in his cabin.

INDIANA JONES AND THE LAST CRUSADE

Some adventures are really dangerous and instant death awaits us around every corner. Happily I have arrived 'just in' time to help 'Justin' Aldcroft who is 'just about' to shoot himself with frustration. Justin is finding that it's pretty damp beneath the streets of Venice and unless he can find a way to drain the lake this will definitely be Indiana Jones' Last Crusade. In a lower corridor there is a wooden plug in the roof of the cave. Justin is pretty sure that his solution centres around this object, but he hasn't a clue how to remove it.

The Shrine replies: Retrace your steps and find the skeleton which is tied to the wall. If you

»

LURE OF THE TEMPTRESS

Wales is, according to tradition, a land of dragons, dark mountains, and mighty wizards who can solve almost any problem you care to mention. Unfortunately, Andrew Sharp, who also lives there, is not quite so clever. Having successfully left the caves in *The Lure of the Temptress*, Andrew is supposed to get into the castle and defeat the hated Skorls, but instead he finds himself wandering around the town unable to find a way in.

Being a Peeping Tom does have its compensations. Pay special attention to the actions of the Skorl guard when he visits the local shop, and then you'll survive in *The Lure of the Temptress*.

The Shrine replies: Have you had much experience peeping through other people's windows? I sincerely hope not, but now's the time to try. Before you can make any more progress I suggest you follow the wandering Skorl guard and peep through the window of the local shop when he goes inside. Instead of getting the usual cheeky sign from the shopkeeper you'll now find out something to your advantage.

OPERATION STEALTH

More than one adventurer is drowning in a sea of troubles beneath the waves of *Operation Stealth*. Saekyu Lee of Tolworth finds himself trying to imitate Houdini while roped to a beautiful young girl – and failing miserably!

The Shrine replies: Are you wearing a bracelet? I'm not trying to cast doubts on your manhood, it's just that you have no chance of escaping from a watery grave unless you have previously bought an inflatable bracelet from the pedlar on the beach. When you first arrived in the country you went to the bank to exchange your money for the local currency, didn't you? Well, you must carry out that action twice to change all of your dollars into pesos. Once you've done that you'll have enough money to buy a bracelet. If you're wearing your bracelet when you are captured (and very fetching you'll look!), you can operate it briefly, just before you are thrown overboard. Once you are in the sea, wait until you reach the bottom, then operate the bracelet again. This action will break your bonds and let you swim free. Head for the girl and Operate Girl.

In *Operation Stealth* you'll have to take a few dives in the ocean, so it would be a wise precaution to buy an inflatable bracelet before you get out of your depth.

A word here to Innes MacDonald from Scotland, who complains that he can't swim out of the underground cave before he drowns. The trick is not to do the trip in one go. If you examine the overhanging rocks carefully you'll find a few places where you can pop your head above water and take a breath.

» examine the poor wretch you'll find that he has a hook where his hand once was. (I believe he died as a result of picking his nose.) Take this hook and use it on the wooden plug. Now, with one mighty lash of your bullwhip, you can pull the plug from the roof and drain the lake.

EYE OF THE BEHOLDER II

Standing in the dim light of a flickering torch is an adventurer called Tony Wilson. He is located somewhere on the first floor within the *Temple of Darkmoon*; he's in a strange room which can be found by smashing the black statues in the alcoves until you discover the secret button which is hidden behind one of them. Press the button and you will find the way in. Within the room, each of the four walls contains a niche which holds a precious gem, and in the centre is a circle of soft ground. The light of the torch reflects off the glittering gems and off the glazed eyes of Tony Wilson. 'What do I do now?' he asks.

The Shrine replies: There are many strange tasks which you must engage in within the dark confines of Temple Darkmoon, and gardening is one of them. The room you are in is easy to get into, but difficult to get out of. First collect all of the gems and place them in one niche – this will reveal a passageway. Repeat this trick for all four walls. Having been down the passageways and collected all the goodies, return to the central room. The soft ground you speak of is just the place to plant a seed – a 'tropelet seed'. Your clever brain should have worked out that 'tropelet' is an anagram for teleport and that's how you'll get out.

LEISURE SUIT LARRY III

Can there be anything more frustrating than arriving at the beach only to find that you've left one part of your bikini at home? Miss E. Roberts from Clwyd has been to the barbers and had her hair dyed blonde, she has got the knife from the restaurant, the soap and matches from the guest room, the flower from the jungle, but no bikini top to hide her er... blushes!

The Shrine replies: There is one other essential thing which I hope you have – a Save Game back onboard ship. The bikini top is lying on the bottom of the swimming pool of the cruise ship. Next time you find yourself at the beach without a full bikini I suggest you send us a photograph for the Inn's Adventurer of the Month board. Incidentally, for those adventurers who can't even board the ship because they can't find their passport, I suggest you examine the trashcan outside your home.

There is lots of pink flesh on the nudist beach, but Larry won't find a bikini top here. Have you kept all your Save Game positions? You're going to need one if you have to retrace your steps.

SIERRA CHEATS

The early graphic adventures from Sierra were really great games and they came with a hidden secret which one reader has written to tell you all about. Richard Parris from down under in Neighbours Land says that if you press Alt and D at the same time during a Sierra game you will be able to enter the Sierra Test Screen. At this time you can type TP for transport, or GET OBJECT. In response to the prompt New Room: or Get Object you can type a number and the game will either transport you to that screen or give you the object you ask for.

The Shrine replies: I knew that! I just didn't like to say. Of course the real problem with this cheat is that it only works for the old Sierra games.

MONKEY ISLAND

If you were only 11 years old you'd think you'd have enough trouble just trying to get your homework ready for handing in on a Monday morning, but Joe Long from Oxon has far greater worries. Having completed the three trials in *Monkey Island*, he now finds that he doesn't have enough money to buy a boat and hire a crew of pirates.

The Shrine replies: You don't need money to get a crew, you simply have to find the right men. You can rescue one from the prison by using lots of mugs to carry grog to the cells where you can use the foul liquid to melt the lock. You can recruit the Sword Master if you simply ask her. Go to the house at the top of the island and use the rubber chicken on the wire. Talk to Meathook and get him to come also. Buying a boat is a little bit more complicated. Tell Stan that you don't have much money and he'll show you the Sea Monkey. Go back to the old shopkeeper and ask for a credit note. Lie about having a full-time job, then watch how the shopkeeper opens the safe. Ask about the Sword Master again, and when the shopkeeper leaves, you can open the safe and steal the credit note. Return to Stan's boatyard and ask for the Sea Monkey. Keep refusing his offer until you beat him down to a price you can afford.

Now that we've solved that problem I think I should urge you to get back to your maths homework. It's no good being a pirate captain if you can't count properly. Who are you going to trust to split up the gold treasure fairly if you can't count?

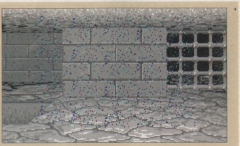
With these final words of wisdom the magical glow from the Shrine fades and dies. We trust your visit has not been in vain and the light of knowledge has lit up one of the dark corners of your mind. Should your journey bring you this way again I trust we'll have the pleasure of your company.

Lost in the jungle looking for a clue? Try putting yellow flowers in your casserole and you'll find that whoever eats it will fall asleep.

DUNGEON MASTER

I have had a worrying letter from Peter Bower of Oldham who doesn't seem to be aware of the trouble he is getting himself into. Peter writes that he is on Level 6 of *Dungeon Master*, and having successfully solved the Riddle Room he has made his way to a large open area where he is being bothered by some slightly odd-looking oranges! Having searched the room for keys he is now at a loss for what to do next.

The Shrine replies: An apple a day keeps the doctor away, but if you mess with funny-looking oranges you're going to need an army of surgeons to fix you up. The dodgy fruit you refer to are Wizard's Eyes and they are very dangerous. You will find to your cost that they are able to open closed doors, so before you snuggle down to sleep behind a shut door, make sure you aren't 'kissed' awake by one of these beauties. In the room you speak of are two wall buttons, one at the NE corner and one in the SE. Each of the buttons opens the wall near the site of the opposite button. The clicking floor slab you mentioned opens another secret wall compartment, but you can't get to it before it closes again. The trick is to get some skeletons to stand on the slab for you. Use a magic box to freeze them on the spot while you collect the goodies.



On Level 6 of Dungeon Master is a pretty puzzle. To get the key, simply switch of the transporter, put a heavy object where it was, then switch the beam on again.

WRITE BACK

If you have a problem, a notice for the Board, or perhaps you have a piece of scandal which you wish to whisper in the Inn, write to Tony Gill at: The Troll's Head Inn, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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50 KIXX BUDGET UP FOR

WIN THE LOT

In a magnanimous gesture of unsurpassed generosity, those charitable folk at KIXX and KIXX XL have stumped up the readies for one lucky reader to win 50 classic Amiga games. Just imagine your postie puffing and wheezing his way up the garden path, legs buckling under the weight of 50 of the best Amiga games ever published. Sounds too good to be true? Well, read on as we're going to tell you exactly how you can get your mitts on this mountain of Amiga games.

Scattered around this page you'll see a goodly selection of some of the games we've got on offer. Whether it's the platform tomfoolery of *Rick Dangerous*, the shoot 'em up action of *SWIV* and *Z-Out*, the adventuring malarkey of *Zak McKracken* or *Indiana Jones*, there's bound to be something here to keep you playing into the wee small hours!

To be in with a chance of carrying off this heavyweight prize, all you have to do is correctly identify the six in-game shots we've printed on the entry coupon on this page. Each one is taken from a classic Amiga game which is included in the bundle of games we're giving away.

When you think you've got it sussed, write the names of all six games in the space provided on the entry form and post it to: The CU AMIGA/KIXX Great Amiga Games Giveaway, 30-32 Farringdon Lane, Farringdon, London, EC1R 3AU. Entries to arrive no later than June 20th, 1993.

Z-OUT
3D POOL
RICK DANGEROUS 2
FLIMBO'S QUEST
ST DRAGON
FIRE AND BRIMSTONE
STRIDER
PINBALL MAGIC
MURDER!
IMPOSSIBLE MISSION II
AXEL'S MAGIC HAMMER
BARBARIAN II
FUTURE WARS
BATTLEHAWKS 1942
MIDWINTER
THE LINEKER COLLECTION
ZAK McKRACKEN AND THE ALIEN MINDBENDERS
INDIANA JONES and the Last Crusade
CARRIER COMMAND
ITALY 1990
MICROPROSE SOCCER
OUT RUN EUROPA
OUT RUN
CALIFORNIA GAMES
BARBARIAN
GHOULS N' GHOSTS
RVF HONDA
NINJA REMIX
STREET FIGHTER
STUNT CAR RACER
SWITCHBLADE
GAUNTLET II
HEROES OF THE LANCE
L.E.D. STORM
SUPER MONACO G.P.
LAST NINJA 3
STRIDER II
WORLD CLASS LEADER BOARD
CRACK DOWN
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T GAMES
R GRABS!

TAKES ALL

SO WHO ARE THESE KIXX GEEZERS ANYWAY?

For those of us on a restricted budget (and let's face it, that means most of us!), budget software offers a cheap alternative to full-price games. And just because they're cheap doesn't mean they're poor quality, as the Kixx and Kixx XL labels ably demonstrates. Starting out with just a few titles, Kixx has grown into one of the country's premier software publishers with more than 70 Amiga games on offer and many more in the pipeline. If you want a cheap way to pick up on some of the Amiga's classic games then Kixx must be one of your first ports of call.

If you'd like further information about Kixx or Kixx XL, write to them at: Units 2/3, Holford Way, Holford, Birmingham, B7 6AX or ring the Kixx hotline number on 021 625 3311.

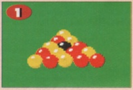
ENTRY FORM

Cut out this coupon and send it to: CU Amiga/Kixx Great Amiga Games Giveaway, Priory Court, 30-32 Farringdon Lane, Farringdon, London, EC1R 3AU.

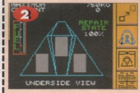
HOW TO ENTER

Here are six screenshots that have been taken at random from the 50 games that we're giving away. Once you think you've managed to correctly identify each one, simply jot down your answer in the space provided above each screenshot. You must make sure that you provide an answer for each one to be in with a chance of winning the software.

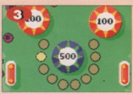
Screenshot one
Answer..



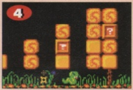
Screenshot two
Answer..



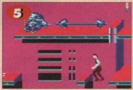
Screenshot three
Answer..



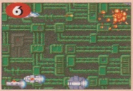
Screenshot four
Answer..



Screenshot five
Answer..



Screenshot six
Answer..



Name: ....

Address: ....

....

....

Tick box if you'd like to know more about Kixx budget titles. [ ]

RULES, RULES AND MORE RULES...

1. This competition is not open to employees of EMAP Images/KIXX.
2. The Editor's decision is final and no correspondence will be entered into.
3. Results will be published in a future issue of CU Amiga.
4. Anyone earning more than £25,000 a year caught entering this competiton will be publicly ridiculed for being a cheapskate. (That means you, Craig!)

GET SERIOUS

It's time once more to get down to some serious talking as we feast our eyes on another batch of hi-tech wonders.

102 SUPERJAM
105 WORDWORTH 2 AGA
106 BARS AND PIPES
108 ONE STOP MUSIC SHOP
111 ORDER
114 CAN DO 2
117 DIRECTORY OPUS 4
118 PIP VIEW
121 PC1204
122 BUYER'S GUIDE – EXTERNAL FLOPPY DRIVES
125 BUYER'S GUIDE – BUSINESS SOFTWARE
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134 PD SCENE
137 PD UTILITIES
141 SURVEY
144 READER'S OFFERS

CU AMIGA TOP RATED

The CU Amiga top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.

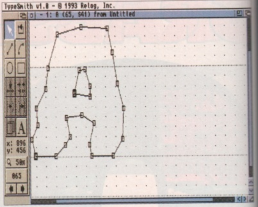
TYPESMITH

Nick Veitch has the final word on the font designer previewed two issues ago.

The ability to use Compugraphic fonts in various DTP and graphic packages is an obvious bonus. Because they are re-scaleable they can be used at the highest possible resolution by any output device, be it screen, printer or graphics file.

The usefulness of packages such as *ProDraw*, *ADPro* and *Art Expression* is enhanced, along with the obvious specialist DTP packages. Even Workbench can use Compugraphic fonts.

This leaves one problem – where to get all the fonts from. A lot of Postscript fonts are floating around various public domain libraries, but the trouble is that Adobe fonts are not directly compatible with the Compugraphic system used by the Amiga. Some programs, such as *Professional Page*, come with their own conversion routines, but these are usually only good for one type of font, and only convert to the font type used by that specific program.



TypeSmith v1.0 - © 1993 Relog, Inc.
- 1: A (65, $41) from Untitled
x: 896
y: 456
50%
065

Creating your own outline font is a simple matter of being able to place a few points on screen. The controls should be familiar to anyone who has used an outline art program.

TypeSmith solves a range of problems by recognising all types of Compugraphic font, as well as Adobe Type 1 and Type 3 fonts. It is possible to freely convert between formats (so you can now use your Gold Disk fonts through Workbench and vice-versa) and read in outlines and metric files separately.

That is only a small bonus though. *TypeSmith* has not been made simply to convert fonts, but also to create them. Each character can be built up by a combination of Bezier curves – the same drawing tools that are found in many structured art packages. The outlines follow Adobe procedures for path filling, so there should be no problems with characters coming out inverted or completely messed up when they are sent to a Postscript output device.

This is the only type designing package available for the Amiga, which usually means the software is a half-hearted effort which the programmers hope to sell before any competition arrives on the scene. This is not the case with *TypeSmith*; it shows all the features and professionalism exhibited in similar packages on the Mac. If you know Mac software then basically this is *Fontographer* for the Amiga (unless of course any copyright lawyers are reading this).

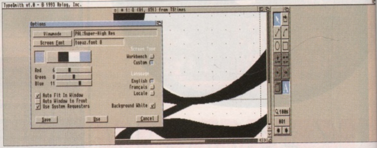
The only disadvantages are that the drawing method will be somewhat unfamiliar to users of either of the main structured art packages. Some of the fonts that are output in Adobe formats seem to take up rather an excessive amount of disk space – even when you are converting Compugraphic fonts, which were originally Adobe fonts, back into Adobe fonts.

There is also a bit of manual manipulation required when making Workbench compatible fonts. The files are made by *Typesmith*, but no font directory is constructed for the bitmapped versions. This must be done instead through the CLI and you must run *Fountain* or *Intellifont* (which one you use depends, of course, on the version of Workbench that you have) to complete the installation before the font will be available for use. It would have been nice if the otherwise excellent manual had explained this.

On the whole this really is a must buy for anyone who is involved in or seriously interested in desktop publishing or video work.

**Contact : Silica Systems, 1-4 The Mews, Hatherly Rd, Sidcup, Kent DA14 4DX
Tel: 081 309 1111 Price: £129.99**

89%



TypeSmith v1.0 - © 1993 Relog, Inc.
● 1: Q (81, $51) from TS:ima
Options
Screen Type
Language
Save
Use
Cancel

Viewmode: PAL:Super-High Res
Screen Font: topaz.font 8
Workbench ☐
Custom ☑
Red 6
Green 8
Blue 11
English ☑
Francais ☐
Locale ☐
☑ Auto Fit In Window
☐ Auto Window to Front
☑ Use System Requesters
Background White ☑

TypeSmith is infinitely configurable and a fine example of Workbench friendly programming. An interlaced screen is useful for viewing the font in the correct aspect ratio, but it is not compulsory.

THE C ENCYCLOPEDIA V3

The best things in life are almost free, as John Kennedy discovers when he looks through a reference book with a difference.

When you are learning to program the Amiga with C, you have two very distinct problems. The first is learning C itself, and the second is learning to program the Amiga.

Things have progressed a long way from the days of C64 and ZXSpectrum coding. The Amiga is a multitasking computer, providing each and every task running on it with a virtual 680x0 machine. In other words, every program thinks it has its very own Amiga to run on.

Clearly this isn't so – but if every program follows the strict rules laid down by the operating system, everything will work together in perfect harmony. The operating system also goes to extraordinary lengths to provide a good, multitasking graphical user interface called Intuition.

There is a cost to using the most advanced operating system available, and if you visit a bookshop and flick through the official Amiga programming guides you'll soon see what it is: there's so much to know!

Programming the Amiga can seem such an awesome task that some would-be coders never get further than their first visit to the bookshop. This is a great shame, as although it can't be denied that Amiga programming is a time-consuming task, the finished programs make the effort worthwhile.

Where else can you get access to some really powerful computer hardware, and make it do what YOU want? When you use Intuition your programs will be robust, transportable and best of all they will offer a familiar interface to the user.

Getting hold of the information needed to program the Amiga should in theory require nothing more than that short visit to the computer section of that mythical bookshop. There you will be provided with a fantastic array of reading material on the subject, with shelves upon shelves of books featuring encouraging titles, friendly covers, pages of information and one big disadvantage – they are all printed on paper.

Certainly, some books will offer you a disk of typed-in listings if you send a large sum of money, but it's rarely worth the 28-day delivery time. Far better if the entire thing came in both Human and Amiga readable form as standard, complete with ready-to-run examples.

And that is exactly what *The C Encyclopedia* does. It has been written by Anders Bjerin, who over the last four years has updated his life's work to version three, and it now fills a whopping 12 floppy disks with text, programs and examples. He has created an incredible guide to using C on the Amiga, and in a very user-friendly way too.

Having long been acquainted with version 2 of the Encyclopedia, I had thought that my four-disk set would have sufficed, for I have used it as a reference work many times over without complaint. Version three happily proves me wrong, and quadrupling the number of disks now provides more code and examples than a very large stick could be shaken at.

Now the C code present also includes a complete 3D library, a copperlist editor, advice on using BOBs and sprites and a whole host of useful programs, all ready for you to integrate into your own code. No matter if you want to write a spreadsheet or a program that scrolls messages along the bottom of the screen, whilst a 3D logo rotates on the screen in time to music.

Needless to say, as all the code follows Commodore's guidelines to the letter, the examples should run on just about every Amiga ever made – or every Amiga that will be made. Any question that you might have had on Amiga programming has now been answered. 'How do I...?' now becomes 'On what disk is...?'

Although all but two disks from the set can be freely distributed and can therefore be picked up from most PD libraries for the price of the disk (in theory), there has always been a registration fee associated with the Encyclopedia. This fee has risen from previous versions to reflect the extra content, and it now costs £30 to become a registered user.

Your £30 also gets you membership of Anders' C programming club, which not only gets you the missing disks sent by airmail, but will also provide you with some very useful updates and services. For a start, you have the ability to pick some of the best Amiga C programming minds in the world, so you will never be left to struggle with a problem alone. Furthermore, as a registered user you have Anders' blessing to use his code in your own programs, even if they are to be commercial products.

To get your copy of *The C Encyclopedia*, ask your favourite PD library if they have it in stock. AmigaNuts is one library that definitely does have it. Failing that you can order the complete work, and register at the same time, by sending £45 to the address below. If you wish to register a copy you obtained from a library, you should send £30.

Sending money abroad is always a tricky business, and to Sweden especially. If you were to send a cheque, it would actually cost Anders more than its value to cash it. Probably the best way to get the money to him is to send bank notes, after evaluating the Post Office's insurance schemes.

Address your money to: Amiga C Club, Anders Bjerin,
Tulevagen 22, 181 41 Lidingo, Sweden

90%

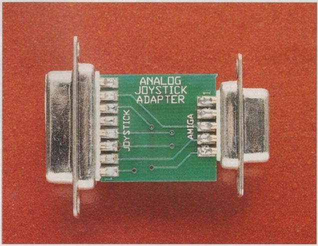
THE ACE

Need more control over your games? Tony Horgan tests a new analogue joystick interface.

Have you ever found yourself in the middle of playing a flight simulator and becoming increasingly frustrated by the lack of realistic control that you have over your actions? Joystick response is usually either too sensitive, in which case you'll be rolling and flipping the plane at every opportunity, or else the controls will be so sluggish, it'll feel like you're flying through a cloud of treacle.

The answer is to invest in an analogue joystick. Analogue sticks differ from their digital equivalents, in that instead of simply conveying the direction of movement, they can sense the amount of force and speed with which they're moved. Let's say you were playing a Formula 1 simulation. With a digital stick, to avoid skidding around the bends, you'd have to steer in bits and pieces, holding and releasing the stick. If you did this in real life, you'd probably roll the car! An analogue stick would let you enter the bend gradually, and then cut across the apex, before sliding smoothly out again.

There aren't many Amiga-compatible analogue joysticks, but the PC market is full of them. This is where the Phoenix adaptor comes in.



The Phoenix is a little gadget that consists of a postage stamp-sized piece of circuit board, with a joystick plug at each end. One is a normal 9-pin D plug, and the other is a 15-pin D plug.

The small circuit simply repatches the connections from the analogue PC standard, so that they're compatible with the Amiga. Now you can take your pick from the analogue joysticks available for the PC.

If you're into flight sims, it will also allow you to use those yoke controllers, elevating the realism to even greater heights. If you're fed up with erratic digital stick controls, get hold of the Ace and give your simulations a new dimension.

Contact: Phoenix Microtechnologies, 18 Hampton Road, Keswick, South Australia, 5035.
Tel: 010 618 2938752

80%

Superjam! 1.1

Thanks to *SuperJAM!* anyone can create superb tunes in seconds. Mat Broomfield checks out the latest update.

Whether you're a professional musician or a first time dabbler, *SuperJAM!* will have you creating music in moments. We looked at version 1.0 of the program back in February 1992 when it scored a massive 91 per cent. Now version 1.1 is here with a host of new features which are designed to make the composition process easier than ever, whilst adding even more variety to your music.

SuperJAM! is basically a composition tool whose primary purpose is to help you to create themed music as quickly and painlessly as possible. You can use it purely for its own sake, as I do, or you can use its output as the basis for further composition in other music packages.

The basic package is supplied with 32 musical styles ranging from reggae to waltz and hip hop to country. There are numerous additional musical styles available as optional extras.

A QUESTION OF STYLE

Although you can use *SuperJAM!* to create your own musical styles, for most of us, the whole value of the program is its predefined styles. Eventually you're going to get sick of listening to the same old styles time and time again, and when that happens you'll be delighted to learn that there are three additional style disks available, each of which contains 10 great new styles.

The first of these is called Dance Mix and, as its name indicates, contains a selection of styles lifted straight from the nightclub scene. From the cool strains of Chill to the throbbing bass line of Powerdance, these are the very thing for composers looking for some dance-oriented motivation.

If the Eurovision song contest is more your speed, then World Music is what you're looking for. It contains the following styles: Appalachia, Argentina, Caribbean, China, E Europe, Gypsy, India, Italy, Mexico and S Africa. Each of the styles represents the musical style of a different nation or racial group, and if you're using a GS compatible MIDI instrument, they'll even be played using appropriate instruments.

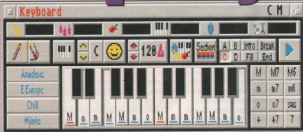
The last of the style disks is called Movie Soundtrack and it contains a selection of styles which epitomise different cinematic genres. From the slapstick of Hijinks to the ethereal intricacy of Otherworld, these styles are by far the cleverest of the batch, managing to capture their chosen themes with uncanny accuracy. Some of the grooves included in this collection were distinctly dubious, representing not so much subtle variations on a theme, as totally different themes altogether.

As you might expect, there are the odd duff styles among the disks but overall, I found all three to be very exciting to use. Used in conjunction with version 1.1 of *SuperJAM!*, the extra grooves included with each style make them even better yet.

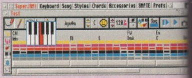
The program can be used on two levels, one of which is ideal for experimenting whilst the other is suited to recording compositions for future performance or modification.

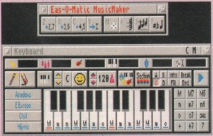
JAMMIN' WITH THE BOYS

In keyboard mode, simply choose the play style you want, click 'Play', and the program will immediately commence, playing a repeating four or eight-bar loop in the chosen style. This loop is very much like the type of music produced by the auto-rhythm feature of most modern keyboards. It's played by up to six 'band members'. Each member of the band plays a different instrument, and the complete ensemble comprises drums, strings, keyboards, horns, bass and guitars. However, apart from the drummer these titles are more representative of the musical role each band member performs, rather than a literal description of the instrument he plays. Therefore there are times when the horn player may play timpani, whilst the keyboard player may be called upon to play xylophone for example. In fact, you can decide what instrument each band member plays at any time in any case.

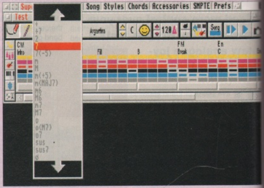


Left: You can use the keyboard to 'Jam' along with the program as it plays music in your chosen style. Notice the Style Embellishment buttons (Intro, Break, Fill and End) can now be accessed from this window.

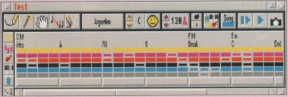




Left: Although it sounds like a 50s coffee maker, Blue Ribbon's Eas-O-Matic system is actually an ingenious way of letting you specify complex chord and key changes at the click of a button or press of a key.



Above: When it comes to changing the key of a piece of music, you must first select the required pitch, before going on to specify its scale. Once you've done that, the entire tune will play in the new key.



Right: The Section window is where you can record songs for future performance or alteration. All six band members can be altered individually and you can insert a wide range of musical instructions at any point.

At the bottom of the screen, there's a miniature piano keyboard, and by clicking on its keys, the pitch and key of the loop can be altered. Just above the keyboard, four buttons labelled Intro, Break, Fill and End are collectively known as the Style Embellishment buttons. If you click on one of these whilst a loop is playing, the selected action will be performed in the current musical style. Although the original *SuperJAM!* supported this feature, it was not available from the keyboard window and could only be applied to tunes recorded in the Section window.

Beside the Embellishment buttons are four entirely new buttons labelled A, B, C and D. Blue Ribbon describe these as 'Groove buttons', but 'Variation buttons' would be more appropriate because each one activates a variation on the current musical style. For example, if you start playing a piece whilst button A is depressed, you may find that the chosen style is only played using a piano or guitar. Click button B and a second or third band member may join in, and subtle changes may occur to the rhythm of the loop. Generally speaking, the higher the button number, the more instruments and the greater the musical activity.

These buttons represent the greatest enhancement to the program over its predecessor because between them they mean that the number of musical permutations for any given style are increased fourfold.

SOUNDING OFF

The program uses either a MIDI instrument or internal samples to produce sound. The interesting thing is that by using special samples known as TurboSamples, the program is able to play up to 16 notes at a time despite the fact that the Amiga only has four sound channels!

The thing about TurboSamples is the more powerful your Amiga, the better their quality. When I first reviewed the program, the TurboSamples were rather poor in quality, but as I was only using a bottom-of-the-line Amiga, I expected that. I'm now running the program on an Amiga with 10Mb of 32-bit RAM, a fairly fast 68030 processor and a 68882 maths co-processor, and yet the TurboSamples are still nothing to write home about. They sound very tinny and electronic, a bit like the cheaper hand-held games. The fact that their stereo position can be altered helps to improve their clarity, but for a less high powered user, I wonder whether they'll be worth using at all?

FOR POSTERITY

When you're ready to create something a bit more permanent you'll need to go to the Section Editor. Here the piece of music you're working on is represented by a strip of blocks which extend horizontally across the screen. The strip is divided into six parts vertically, each of which represents different band members, enabling you to turn them on and off at will throughout a performance. At the start of each of these horizontal blocks you can add a musical instruction such as a key or groove change.

The functions of all of the Keyboard Window buttons can be duplicated at any point in the section editor, so you can choose between four variations of the main style, as well as inserting intros, break, fills and endings. Once you've created a section it is in turn represented in the Song window as a block, and it's by arranging these blocks according to your preference that a song is constructed.

When you're happy with your song, it can be saved in *SuperJAM!*, SMUS or MIDI format. SMUS format saves can be loaded into programs, such as *Sonix*, whilst MIDI files can be loaded into *Bars & Pipes*, *Dr T's*, *Sequencer One* and a host of others.

JARGON BUSTERS

● KEY – A key defines which notes will sound right and create a specific 'feel' when played together in a piece of music. There are times when particular notes will sound wrong (or discordant) if played with certain other notes, this is because they are 'out of key'.

● LOOP – A repeating piece of music which may last anywhere between a few seconds and half a minute.

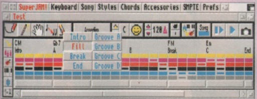
● MIDI – Musical Instrument Digital Interface – An electronic standard for connecting computers and instruments so that they can communicate with each other.

● PANNING – Panning is a term used to refer to the stereo position of a sound. A sound may appear to be projected from any position in a 180° arc. Many MIDI instruments allow you to specify exactly where in that arc an instrument allows you to recreate the physical location of members of a band or orchestra.

● OCTAVE – The smallest unit of pitch on a piano keyboard – the distance between one key (black or white) and then one beside it – is called a semi-tone. Twelve sequential semi-tones are called an octave.

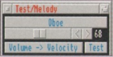
CONCLUSION

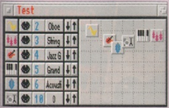
SuperJAM! version 1.0 was superb; version 1.1 is simply awesome. The real beauty of it is that its main features are really easy to use so that non-professionals can dabble happily for hour upon hour making wonderful music at the click of a button. Yet at the same time, hidden beneath its colourful exterior there are dozens of powerful customising options so that more demanding users can create completely original tunes with equally little effort. CU



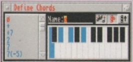
Left: A tune is always played using one of the four grooves, you can change the Groove a tune uses at any time. · Each Groove is a variation on the basic musical style selected.

Below: Because *SuperJAM!* now supports the GS standard, if you have a GS compatible synth you can assign band members by name rather than by program number.

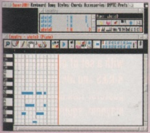




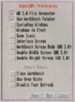
Left: The new Volume/Pan grid lets you set up a MIDI instrument easily. The higher the icon the louder its volume, the further left or right the greater the pan.



Left: The more musically minded user may wish to alter the chord structure. The program now supports two octave chords which facilitate 13th and slash chords.



Above: If the provided styles become a bit stale, you can always try to define your own!



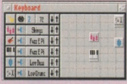
SuperJAM! Preferences

☑ WB 2.0 File Requester
☑ Use WorkBench Pointer
☐ Exploding Windows
☐ Windows To Front
☐ Save Icons
☐ Interlace Screen
☐ WorkBench Screen Mode (WB 2.0)
☐ Double Width Screen (WB 2.0)
☐ Double Height Screen (WB 2.0)

Memory Savers

☐ Close WorkBench
☐ Use Grey Scale
☐ Disable Fast Refresh

Above: The preferences requester lets you customise the program to use Workbench 2.0 requesters.



Above: Using TurboSound technology, *SuperJAM!* can play up to 16 notes at a time – through the Amiga's internal sound channels! Their quality is dependant upon the power of your computer though.

MERIDIAN DISTRIBUTION £99.95

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
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MERIDIAN DISTRIBUTION, EAST HOUSE, EAST ROAD INDUSTRIAL ESTATE, LONDON SW19 1AR. TEL: 081 543 3500.

EASE OF USE ◆◆◆◆◆◆◆◆◆◇ **90%**
The basic stuff is easy to use, but the advanced features obviously take a while to learn and understand.

VALUE FOR MONEY ◆◆◆◆◆◆◆◇◇◇ **75%**
A great program, but considering its slightly limited scope to the average user perhaps a tad overpriced.

EFFECTIVENESS ◆◆◆◆◆◆◆◆◆◇ **90%**
It's amazing just how effective and versatile these simple styles can be.

FLEXIBILITY ◆◆◆◆◆◆◆◇◇◇ **75%**
Awkward to compose original music with this program, but good mileage in the 'variations on a theme concept'.

INNOVATION ◆◆◆◆◆◆◆◆◆◇ **95%**
Similar ideas have existed for years, but Blue Ribbon have really expanded the concept beyond all recognition.

> ***" An awesome composition package, packed with features to appeal to hobbyist and professional alike. "***

OVERALL 89%

MORE VIOLENT THAN STREETFIGHTER 2!

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PANTERA
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YEARS OF KISS PULL-OUT!
RAW
GRIP AND BARE IT!
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LOLLAPALOOZA!
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MAIDEN DESTROY ARGENTINA!
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POISON
METALLICA
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PLUS THE BON JOVI STORY!

Yeah, that's RAW Magazine! The loudest Heavy Metal mag in the stratosphere, RAW goes behind the myth and the Metal!
From GUNS N' ROSES to GRUNTRUCK, BON JOVI to BOLTTHROWER, and NIRVANA to NAPALM DEATH, RAW serves up the mightiest dose of mega-Metal on the planet every fortnight! In-depth news abuse! Full-on live action! Sweaty album lowdowns! Heavyweight features! All-drinkin' mayhem from Hell! It's all right here, right now and live without a net in RAW!

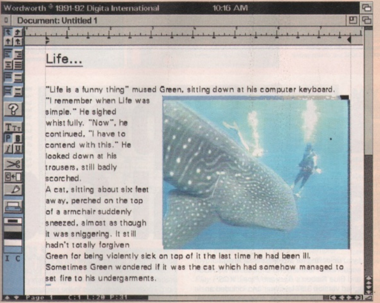
RAW 121 on sale April 14 comes complete with an exclusive set of rather spiffing IRON MAIDEN, GUNS N' ROSES, MEGADETH and PANTERA beer mats to allow you to have a drink on us!

RAW 122 on sale April 28 packs an even meatier punch with a set of gigantic GUNS N' ROSES and METALLICA tour posters! Talk about value for mayhem, squire!

RAW: SHEER VOLUME WITH ATTITUDE, ON SALE EVERY OTHER WEDNESDAY

Wordworth v2 AGA

One of the best page processors is now available in dazzling 256 colours. John Kennedy takes a look.



Life...

"Life is a funny thing" mused Green, sitting down at his computer keyboard. "I remember when Life was simple." He sighed whistfully. "Now", he continued, "I have to contend with this." He looked down at his trousers, still badly scorched.

A cat, sitting about six feet away, perched on the top of a armchair suddenly sneezed, almost as though it was sniggering. It still hadn't totally forgiven Green for being violently sick on top of it the last time he had been ill. Sometimes Green wondered if it was the cat which had somehow managed to set fire to his undergarments.

Creating full-colour fishy stories with *WordWorth* is now ever easier, with up to 256 different colours on-screen at once.

Much has been written in these pages about *WordWorth*, which is widely considered to be one of the best page processor packages currently available for the Amiga. For the unenlightened, a page processor lies in that grey area somewhere between a word processor and a desktop publisher, stealing ideas from both in order to make producing reports, fliers, adverts and in fact anything which involves graphics and text – as easy to create as possible.

Of course, with the release of the new Amigas and the new AGA chip set, software companies have a perfect excuse to produce a whole new range of updates, because the Amiga has had its colour capabilities improved markedly.

MODERN ADVANTAGE

The so-called 'serious' programs available for the Amiga all use high-resolution screens, which offer a horizontal resolution of 640 pixels – any less and the screen becomes too 'chunky' to show sufficient detail.

The drawback to a hi-res screen is the lack of colours that it allows you: only 16 in pre-AGA days. Now The Next Generation machines can offer up to 256 colours in this hi-res mode, which means programs such as *WordWorth* can start to have real fun.

COLOUR PROBLEMS

The problem used to be that when loading graphics into your page the colours that were used to displayed them could only ever be approximations. With more than one image, there just weren't enough palette entries to go around, and the results that you got on-screen could be extremely confusing.

WordWorth AGA allows up to 256 colours on-screen at once, which means that not only will a 256-colour image appear with total accuracy, but several 32 colour screens can also appear, each with their own palettes intact.

Of course, having all this memory set aside for graphics does have its drawbacks. For starters, when an 8-bitplane screen is used there is a noticeable decrease in speed when menus appear and text is shifted about. I was very surprised that things hardly slowed down at all. Perhaps with larger projects things would get slower, but I didn't get to create really big documents because of the second drawback: memory.

The cheapest AGA machine – and a bargain at that – is the A1200, which comes with 2Mb of RAM as standard. This might seem a gargantuan amount, but running *WordWorth* will soon dispel that myth. Using a 256-colour display, you will find the number of images you can load will be limited – it won't be long before the 'Not Enough Memory' requestor begins to pop up. This isn't a problem with *WordWorth*, rather a consequence of using better graphics.

GET HIP

WordWorth ensures that all Amigas can make use of a Workbench 2 environment, by creating its own. This is one of the points with which I'm not totally happy – I would have preferred a completely Intuition friendly approach if at all possible.

If this had been done, the special Workbench 2 file filters (as used by *Multiview*) might have been incorporated, which would have meant that GIF and TIFF images could also have been supported.

Probably the only other niggle I have is that images lose detail whenever they are scaled down and then scaled up again. If you don't place your pictures right first time, you'll need to re-load them.

CONCLUSION

The supplied Agfa scalable fonts and the postscript output mean that you'll need to be into some seriously heavy home printing before you outgrow *WordWorth*.

Bear in mind that you don't need to own an AGA machine to use this program – but if you don't you won't see the extra colours. However, you'll still benefit from the ability to load all the new IFF formats (and PCX) and also enjoy the slightly improved printing speed. This makes *WordWorth v2 AGA* an ideal upgrade no matter what type of Amiga you own.

JARGON BUSTERS

- **BITPLANE** – an area of memory set aside for a screen display, organised as one bit per pixel. Multiple bitplanes allow more colours.
- **GIF** – A standard image file format, popularised by Compuserve and said to be the most used standard in the world.

DIGITA INTERNATIONAL £130

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EASE OF USE ◆◆◆◆◆◆◆◆◇◇79%

Apart from the floppy disk install procedure, WordWorth is very easy to use.

VALUE FOR MONEY ◆◆◆◆◆◆◆◇◇◇75%

The upgrade for existing owners is a paltry £10.

EFFECTIVENESS ◆◆◆◆◆◆◆◆◇◇82%

Screen modes now include options for 32, 64, 128 or 256 colour displays.

FLEXIBILITY ◆◆◆◆◆◆◆◆◇◇80%

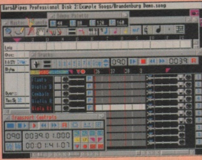
All IFF formats – including HAM8 – are supported.

INNOVATION ◆◆◆◆◆◆◆◆◇◇85%

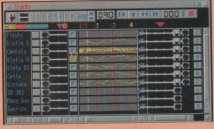
It's good to see software companies supporting the AGA modes – it proves the Amiga's future is bright.

> *More colours means using pictures is easier than ever before – memory permitting*

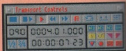
OVERALL 81%


Bars&Pipes Professional Disk 2:Example Songs/Brandenburg Demo.song
Tempo Palette
Tracks
Flauto
Violin S
Cembalo
Violin R
Viola RI
Transport Controls
090
0039.0 1.000
00:01:41:07

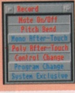
Bars and Pipes Pro 2 uses the increasingly popular free-form windows interface. Even if you've got a 1.3 machine, you still get the 2.0 look.


Tracks
090
000
Flauto
Violin S
Cembalo
Violin R
Viola RI
Cello
Violone
TB 303
Moog bas
Sunrize

Even if your windows get completely out of order, you can still just pop one to the front, and sweep all the others under the carpet. Such is the case here, with the track screen neatly concealing a mess of smaller windows. It's actually a good idea to keep things neat, closing down unused windows to save memory.


Transport Controls
090
0004.0 1.000
00:00:07.23
1/2
3/4

You can get to the tape-style transport controls from a few windows, but if there's room, it's best to use the dedicated transport window, which comes complete with info on the measure and timing.


Record
Note On/Off
Pitch Bend
Mono After-Touch
Poly After-Touch
Control Change
Program Change
System Exclusive

To speed things up, and save memory, you can filter out parts of the MIDI data that you don't need to record, like aftertouch on a drum track for example.

Bars and Pipes Professional 2.0

The race to get ahead in the world of professional Amiga sequencers never seems to come to an end. Tony Horgan investigates the latest tipsters' favourite.

If you're looking for a professional Amiga sequencer, there are two choices: Dr T's *KCS* and Blue Ribbon's *Bars and Pipes. KCS* reached version 3.57 last year and included an impressive range of features, such as automated mixing, score printing and graphic and numeric editing, with a clever interface holding it all together. Now, with its new 2.0 upgrade, *Bars and Pipes* is nosing ahead.

Despite the claim on the box that *Bars and Pipes* needs 1Mb to run, it actually needs more than that. With a bit of CLI trickery, I managed to make up a copy that would just about load onto a 1Mb machine, but even then there's not enough memory to open any windows, so it's still unusable. Forget it unless you've got at least 2Mb.

Before you can get it to run, you're forced to endure an extremely long-winded unarchiving session. There are three disks in the package, and after decompressing them you're left with four. What is the point of this? Why on earth couldn't the software have come ready to use on four disks? We don't need this hassle!

POWER HUNGRY

Bars and Pipes is designed for the musician with a lot of kit. It would work just as well with a modest MIDI setup, but large efforts have been made to support just about any bit of sound hardware you can imagine, including direct compatibility with *The One Stop Music Shop*, General MIDI modules, Blue Ribbon's three-way MIDI interface, the Roland Sound Canvas, and the Sunrize AD1012 and AD1016 hard disk recording/sampling boards (allowing you to synchronise set-rate samples from the hard disk with your MIDI sequences).

The package also caters for audio-visual production, with support for Scala and the Video Toaster, and can even control an external SyncPro SMPTE generator.

The new version has been written for use with Workbench versions 2 and above, although it still works fine on a 1.3 system. The main advantage you get on a version 2+ Workbench is the bigger screen. *Bars and Pipes* is all based around windows – each section of the program has its own window, and when you've got a lot of things on the go, it can get rather cluttered. Using a double-size scrolling backdrop, there's room to lay out and open up all the windows you need.

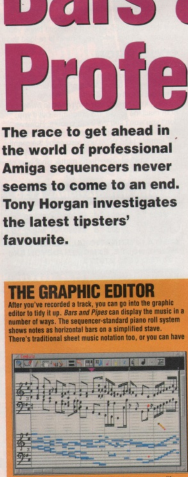
RECORDING

Despite the massive range of features, once you've got to know your way around the basic

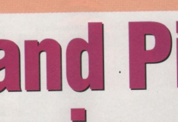
THE GRAPHIC EDITOR

After you've recorded a track, you can go into the graphic editor to tidy it up. *Bars and Pipes* can display the music in a number of ways. The sequencer-standard piano roll system shows notes as horizontal bars on a simplified stave. There's traditional sheet music notation too, or you can have a hybrid of both styles. Note velocities are shown at the bottom of the display, along with any other MIDI controllers you need to edit.

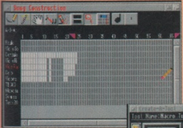
Step-time editing, especially useful for programming drum patterns, is also carried out from here. If you've got enough memory to keep the colour display, it's a lot easier to make out than the Tiger editor in KCS.



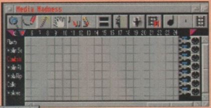
The graphic editor caters for traditional composers, with stave notation, and the rest of us with a piano-roll display.


Bars&Pipes Professional Disk 2:Example Songs/Brandenburg Demo.song
090
0001
Cembalo

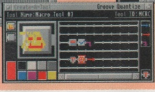
Step editing is easily carried out in the graphic editor. With a bit of practice it can be a lot quicker than using quantisation.



Above: Once you've recorded your tracks, you can place them anywhere in the sequence. To see how the whole thing's progressing, jump to the song construction screen.



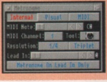
Right: If you're into synchronised video and music, the Media Madness module will let you play Scala animations or SPMTE video in harmony with your sounds.



Tool Name: Macro Tool #3

Tool ID: MCRC

Left: If there's not a tool that meets your specific requirements, and you can get your head around a few flow charts, you can have a go at creating your own.



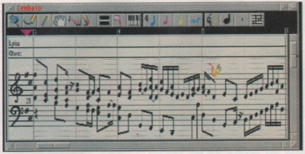
MIDI Note: C0

MIDI Channel: 1

Resolution: 1/4 Triplet

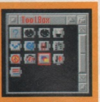
Lead In: 0

Right: A metronome is essential when you're recording. *Bars and Pipes* gives you the option to assign the metronome to any MIDI channel, an Amiga sample, or a flashing screen.



If you can understand traditional music notation, you'll find *Bars and Pipes* is the only Amiga sequencer to offer it as an option in the main editor mode.

TOOLS



Each tool has its own icon, but to save memory, you only see those you've selected.

One of the unique features of *Bars and Pipes* is the tools system. The tools are shown as little icons, and are placed at either the input or output ends of the tracks. Tools can do a number of different things, like defining the input or output path for a track (MIDI channel, *One Stop Music Shop*, Sunrize board etc.), and they can also affect the note data on the track. Arpeggiators, harmony and echo generators can be used to beef up your original performances. Other operations such as quantising and transposition are also dealt with by the tools. There are around 70 tools, and you can even create your own for specialised functions.

controls, recording is quite a simple affair. There's a handy loop record function, which makes laying down bass lines and rhythms a lot easier. By setting up a loop on the required track, you can record a number of continuous takes. The computer remembers them all, so you can decide which you prefer and then copy it into the proceeding bars.

Quantisation levels are user definable. If you put the quantise tool at the front of the track, your performance will be corrected and then written to the track. If you put it at the end of the track, the actual note data on the track remains un-quantised, but the notes are corrected on the way out. The results sound the same, but the second method leaves you with a recording of your original performance, which you can then try quantising in different ways.

The number of tracks that are available to you is only limited by your interfaces. It's quite possible to simultaneously sequence *The One Stop Music Shop* and a Sunrize sampler (bypassing MIDI altogether), and up to 80 MIDI channels with Blue Ribbon's *Triple Play Plus* MIDI interface. Of course, it's also compatible with a standard 16-channel MIDI interface.

SAMPLE SUPPORT

Most producers of big sequencers seem to think that 8-bit samples sound awful and aren't worth bothering with. Amiga samples have been used with great success in commercial records, so that's that theory down the drain.

Even so, Blue Ribbon have followed the others' lead, ignoring the massive potential of Amiga samples. A token sample replay tool is included, but it's hopeless. It demands IFF samples, but won't recognise loops and can't even play them at different pitches, so there's no chance of playing any tunes with them. While they continue to look down their noses at 8-bit samples, Blue Ribbon plan to add support for the forthcoming 16-bit DSP, when it eventually arrives.

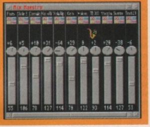
CONCLUSION

There's no doubt about it, *Bars and Pipes Professional* is a very powerful piece of software, but to get the most out of it, you're also going to need a lot of powerful hardware. If you're working with a basic MIDI setup, made up of maybe one, two or three sound sources, you'll never use even half of the features on offer. It's in its element when it's at the heart of a big MIDI system. So long as you've got a beefy Amiga to run it on, with about 3-4Mb and an accelerator, *Bars and Pipes* can handle just about anything that you throw at it. Add a three-way MIDI interface, and you've got 48 MIDI channels to play with. Definitely not for the beginner, but if it's power and features you want, this is the baby. CU

MIX MAESTRO

Automated mixing is another area where computers are taking over from mechanical machines. The Mix Maestro won't do away with the need for a real mixer (at the end of the day you've still got to combine all your sound sources into a single stereo signal), but it can give you a lot more control over the final mixdown.

Every track can have its own channel on the mixer, and you can assign any MIDI controller to the faders, whether it's volume level, modulation, pan or whatever. The idea is that you set the sequence playing and move the faders with the mouse. All the movements are recorded, and if you made a hash of a particular part, next time you play the sequence, you can re-record the mixing, just as you would if you were recording performances from your keyboard.



With Mix Maestro, now there's no excuse for a dodgy fade-out at the end of the track.

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OVERALL 90%

The One Stop Music Shop

How do you fancy a professional synth on a card? Tony Horgan makes some noise.

The One-Stop Music Shop
E-mu Proteus SoundEngine For The Amiga

The One Stop Music Shop is actually a Proteus 1 synth. Blue Ribbon have ripped out the innards, and put them on a board that fits snuggly inside your Amiga.

I don't know about you, but I've had enough of all these useless 16-bit sampling boards. They all look the business if you glance at the specifications, but try using them to make music and you'll soon realise how hopelessly inadequate they are.

Well, now Blue Ribbon have released a sound board that really works! Yes, you can use it as a General MIDI sound module. Yes, you can use it to make multi-voice soundtracks. Best of all, you can use it with any MIDI sequencer, from *MED* to *KCS* or *Bars and Pipes*. The catch? At the moment it's only available on a Zorro board, which means it's not compatible with the 500, 500+, 600 or 1200.

WHAT'S IT ALL ABOUT?

Don't let the name deceive you. The One Stop Music Shop is really a Proteus 1 synth module, put onto a board that slots into your Amiga. It has its own MIDI in and out connections and, in most situations, it acts just like a normal synth module, except that it's neatly tucked away inside your Amiga.

The Proteus 1 is a full-featured professional synth, but as the One Stop is on a board, there's no keyboard. To get the most from it, you should really use it in conjunction with a separate MIDI keyboard that can send velocity, aftertouch, pitchbend and modulation data. Even so, it's quite feasible to use it just with *MED* or *OctaMED*, playing the sounds from the Amiga keyboard. I know what you're thinking: how can you possibly get any worthwhile results from *MED*? Some will laugh at the idea – but let them laugh. The fact is you don't need a top-notch MIDI keyboard if you're writing certain types of music, and if you're au fait with the workings of *MED*, then why waste valuable time and money on extra kit, when you could be banging out the next worldwide floor-filler?

Even so, anyone who likes to record live, rather than program, will be far better off controlling the module with a professional sequencing package and a MIDI keyboard.

You may be wondering, if it's plugged into a Zorro slot inside the Amiga, how does it get to talk to your sequencer? The answer lies with its built-in MIDI connections. With a standard MIDI interface connected to your serial port, you can plug the One Stop's MIDI out to the interface's MIDI in and vice versa. If you use it with *Bars and Pipes Professional 2.0*, you can ditch the MIDI leads altogether, and address it via the Zorro slot.

PANEL BEATING

With the board out of reach in the Amiga's case, there's no control panel for you to select and edit the sounds with. Instead, it comes with patch editing software, which is a lot easier to use than a cluster of pokey buttons. It multitasks, so you can run it in the background along with your sequencer.

Sounds are constructed with either one or two of the source wave samples. From the patch editor, you can pick your wave samples, set their relative volumes, set the amplitude envelope, add some phasing or chorus, and pick your LFO.

If you're like me, you'll whittle the sounds in each section down to one or two instruments that you like, so before long, your range of 128 presets will have been reduced to about 20. Then you'll be back to lusting after new sounds again. If you hope to be able to create sounds from scratch, and contort the onboard presets, you'll be left wanting.

You may well feel differently though, in which case there's no problem. The presets, and the waves they're built from, are very clear 16-bit samples, and the General MIDI spec ensures that there's a full range of sounds, making it a feasible all-in-one music machine.

However, the General MIDI compatibility does have a drawback – the standard says that certain sounds must be included, and the result is that so much ROM is used up with these sounds, that there's not much room left for anything a bit special or individual.

CONCLUSION

The One Stop Music Shop is a £350 16-bit synth module, a good £150 cheaper than it is in its studio-orientated rackmount version. It's the first board that actually works as a sound source in a normal sequencing environment. Not only does it work, but it works extremely well. CU

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- MODULE – a sound source without a keyboard.
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EASE OF USE ♦♦♦♦♦♦♦♦♦♦ 91%
No messy leads, General MIDI compatible, and an idiot-proof patch editor.

VALUE FOR MONEY ♦♦♦♦♦♦♦♦♦♦ 87%
Cheaper than the rackmount module, and a lot more convenient to boot.

EFFECTIVENESS ♦♦♦♦♦♦♦♦♦♦ 82%
A complete range of bread and butter sounds, with 32 channels.

FLEXIBILITY ♦♦♦♦♦♦♦♦♦♦ 74%
Plenty of sounds, compatible with any sequencer, but minimal synthesis abilities.

INNOVATION ♦♦♦♦♦♦♦♦♦♦ 71%
MIDI sequencing made cheaper and simpler.

> *An impressive low-cost General MIDI sound source – not to be overlooked.*

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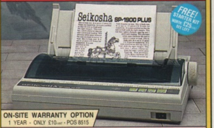

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Order v2.05

The latest program from South Hams Software should help you get your life in order, as John Kennedy found out.

Until multimedia really takes off, it's a sad fact that the Amiga needs 'serious' programs in order for it to survive in a PC-dominated world. The ability to animate graphics in real time accompanied by a four-channel soundtrack may be very impressive, but what do you do when you need to catalogue your record collection or look after your club's records?

The Amiga is well served when it comes to getting words onto paper, but spreadsheets and databases are pretty thin on the ground. So a new one deserves more than a mention, especially when it costs less than £20.

Order is a fully-fledged relational database program from South Hams Software. As it is written in-house, users' comments and suggestions can be swiftly incorporated.

Now into version 2.05, *Order* is capable of storing and retrieving enough information to run a small company. If your experiences with databases have been limited to various public domain versions of telephone directories, you are about to enter a whole new world.

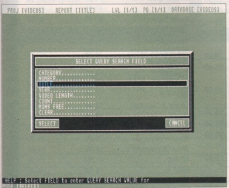
FIELD OPERATOR

A database consists of many records, each of which can contain several fields of information. For example, on a computer system somewhere there is probably a huge database, with a record set aside for me. One field in this record would contain my name, another my social security number and another my preferences towards certain brands of cat food.

Each field contains a specific type of information, be it text or numbers. *Order* recognises five types – text (for names and so on), numbers, dates, times and formulas. The latter is one of the newer additions and offers plenty of scope for some interesting pseudo-spreadsheet applications.

When using *Order*, you must decide on the number of fields and their type right at the start of a project, so good planning is essential. Of course, if you do make an error of judgement all is not lost and mistakes can be corrected.

With your database safely on disk, getting the facts you need means mastering the use of the query fields and the various conditions and wild cards.



```
PROJ [VIDEOS]   REPORT [TITLE]      LVL [1/1]  PG [1/1]  DATABASE [VIDEOS]

SELECT QUERY SEARCH FIELD
CATEGORY............
NUMBER..............
TITLE...............
YEAR................
VIDEO LENGTH........
COUNT...............
MINS FREE...........
CLEAR...............

HELP : Select FIELD to enter QUERY SEARCH VALUE for
MODE [SELECT]
```

FILL IN THE FORM

Entering information is logically the next step in creating your database, but before this can be achieved you must design a 'form'. Rather like an application form, this contains various boxes into which the information is input. You select how the information is requested by dragging the fields about on the form design screen. The screen can consist of nothing more than a simple name and address request, or can be expanded to become a whopping 30-page document.

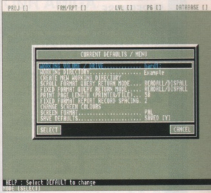
The form is then 'run', and the required information is input – unless you already have the necessary information saved on a disk somewhere, in which case *Order* can import the facts directly into the database.

Once the information has been entered (verification is automatic to catch typing blunders) and saved the database is ready for use.

ON REPORT

A 'report' is the opposite of a form – it's used to get information out of the database. For a form to be of any real use, you need to be able to specify various conditions – for example, a commercial database may be required to reveal only those people who are below a certain age limit, with a good credit rating and with no strange preferences for cat food.

Order includes many conditions (equal to, greater than, between and so on) which may be applied to any or all fields to narrow the database search. The finished report can be displayed on-screen, printed or spooled to a text file for further processing – perhaps being incorporated into a word processing document.



```
PROJ []          FRM/RPT []          LVL []     PG []    DATABASE []

CURRENT DEFAULTS / MENU
WORKING VOLUME / DRIVE................ hard1:
WORKING DIRECTORY..................... Example
CREATE NEW WORKING DIRECTORY
SCROLL FORMAT QUERY RETURN MODE.... READALL/DISPALL
FIXED FORMAT QUERY RETURN MODE..... READALL/DISPALL
PRINT PAGE LENGTH (PRINTER/FILE)... 58
FIXED FORMAT REPORT RECORD SPACING. 2
CHANGE SCREEN COLOURS
SCREEN FORMAT......................... PAL
SAVE DEFAULTS......................... SAVED [Y]

HELP : Select DEFAULT to change
MODE [SELECT]
```

The defaults menu controls not only the little things (like colours), but rather confusingly the name of the current project as well.

FATAL FLAW

For possibly the first time ever, *Order* presented me with documentation which was too detailed. Split into two parts, a tutorial and a reference, every feature of *Order* is examined in excruciating detail. It's impossible to read more than a few pages in one go as the microscopic detail quickly tires both eyes and mind simultaneously.

It's the manual that uncovers *Order*'s major flaw – it's too difficult. No matter how detailed the manual, if the software is hostile the user will find the task of getting to understand the program a real chore.

Order was based on a PC program and it shows. Even the requestors manage to make the Amiga look like a PC. If I had to summarise what was missing from it in one word, it would be 'Intuition' – both in the sense of user-friendliness and as the Amiga's graphical user interface.

Order certainly offers the kind of relational style database which the Amiga has been short of. If you want a reliable system for storing text-only information then it's certainly worth a try.

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EASE OF USE 32%
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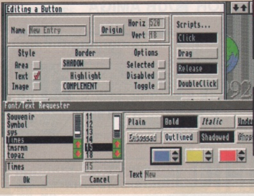

Editing a Button

Name: New Entry

Horiz: 520

Vert: 18

Style: Area ☐ Text ☑ Image ☐

Border: SHADOW

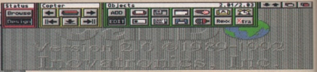
Highlight: COMPLEMENT

Options: Selected ☐ Disabled ☐ Toggle ☐

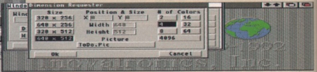
Font/Text Requester

Times 15

Text: New



Above: All *CanDo* programming is controlled from this small panel. Each button brings up a requester enabling you to add or edit the cards (windows) and objects (buttons, menus, etc.) of your application.


Dimension Requester

Size: 640 x 512

Position & Size: X 0 Y 0

Width: 640

Height: 512

# of Colors: 4

Picture: ToDo.Pic

Above: Windows may be any size you like up to 10240 by 10240 pixels, but the new Workbench 3 screen modes are not yet supported.
Left: Selecting the Text style of button enables you to specify the font to be used and the style and colour of the text.

Cando 2.0

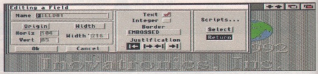
If you've always wanted to create your own programs on the Amiga with the minimum of fuss, Jeff Walker's here to tell you how it's done.

CanDo is not a programming language, it is a 'software authoring system'. There is a difference. With a programming language – like BASIC or AMOS or C or whatever – the person who is writing the program has to 'invent' line after line of programming code, often many hundreds of lines to achieve a very simple job.

Just about every person who buys a computer has a secret dream of themselves, or the sibling for whom the computer was bought, becoming a programmer. The projected image is that once you know how to program you can make a computer do anything. And, once you can do that, people will pay you lots of money to make their computer do what they want it to do.

You can. And they will.

But what they don't tell you in the shop when you buy a computer is that learning to program it, in any language, means a lot of hard work. And that's why 'software authoring systems' were invented.


Editing a Field

Name: FIELD01

Horiz: 104

Vert: 85

Width: 216

Text ☑ Integer ☐

Border: EMBOSSED

Field objects may use only the topaz8 or topaz9 fonts, which is an awful restriction if you are designing an application to run on an interlaced screen.

THE WRITE STUFF

The idea behind software authoring systems is that the 'author' of the software (that's you) doesn't have to know very much at all to start with about functions, commands, expressions, sub-routines, syntax and a whole dictionary of other jargon words, in order to 'write' a program. Instead of typing in lines of code, you use buttons and gadgets and requesters to tell the authoring system what it is you want the software to do, and the authoring system writes the necessary code for you.

In a way you are sort of writing the software backwards. You design the interface – the windows, buttons, fields, menus and so on – and then one by one you decide what action will be performed by your software when the person using your software clicks on one of those buttons or types a value into one of these fields or selects one of those menu items.

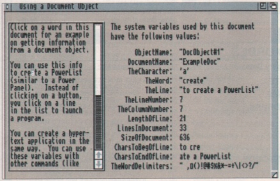
All this designing is done with the mouse. For instance, after instructing *CanDo* that you want to create a button you are first requested to drag out the approximate size and position of your button. Then a requester appears that enables you to enter the details of everything to do with that button – the type of button, its position and dimensions, its normal appearance, its appearance when selected, and what action should be performed.

This is where *CanDo* gets more like actual programming, because the action that will be performed is described in a 'script', which is one or more lines of BASIC-like code. However the script editor has many features that enable scripts to be written by selecting more options from more requesters. For instance, if your software is supposed to show a picture when the button is clicked, then in the script editor you can click on the Show Picture button, which brings up a file requester to enable you to select the picture. After selecting and pressing OK, the necessary code to load and display that picture is inserted into your script.

Clicking OK buttons a few more times to get back to the main *CanDo* display, what you have

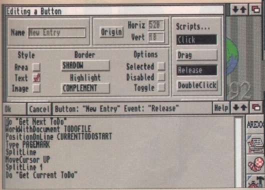
JARGON BUSTERS

- **HAM: Hold And Modify mode — a cunning swiz which allows 4096 colours on the screen in low res mode (or in any mode on AGA machines.**
- **ASL Library: A libarary of code supplied with newer versions of Workbench, which includes much more advanced requester routines.**
- **ARexx: A macro scripting language, supplied with Workbench 2.0 and up, which enables interprocess communication.**


Using a Document Object

```
Click on a word in this      The system variables used by this document
document for an example      have the following values:
on getting information
from a document object.              ObjectName:  "DocObject#1"
                                   DocumentName:  "ExampleDoc"
You can use this info              TheCharacter:  'a'
to create a PowerList                   TheWord:  "create"
(similar to a Power                     TheLine:  "to create a PowerList"
Panel).   Instead of              TheLineNumber:  7
clicking on a button,           TheColumnNumber:  7
you click on a line                LengthOfLine:  21
in the list to launch           LinesInDocument:  33
a program.                       SizeOfDocument:  636
                                CharsToBegOfLine:  to cre
You can create a hyper-         CharsToEndOfLine:  ate a PowerList
text application in the       TheWordDelimiters:  " ,0()!@#$%&*-=+\|<>?/"
same way.  You can use
these variables with
other commands (like
```

CanDo's 'document' system makes it easy to read and manipulate data.



Name: New Entry

Horiz: 520

Vert: 18

Style: Area ☐ Text ☑ Image ☐

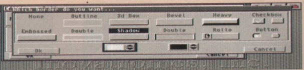
Border: SHADOW

Highlight: COMPLEMENT

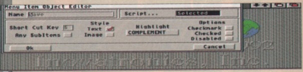
Options: Selected ☐ Disabled ☐ Toggle ☐

Button: "New Entry" Event: "Release"

```
Do "Get Next ToDo"
WorkWithDocument TODOFILE
PositionOnLine CURRENTTODOSTART
Type PAGEMARK
SplitLine
MoveCursor UP
SplitLine 1
Do "Get Current ToDo"
```



Above: CanDo supports the new Workbench 2 style of buttons, even when it is running on 1.3 machines.



Name: Save

Short Cut Key: S

Style: Text ☑ Image ☐

Highlight: COMPLEMENT

Options: Checkmark ☐ Checked ☐ Disabled ☐

Above: Keyboard short-cuts for menu items are easily created.
Left: This script informs *CanDo* what should be done when the left mouse button is pressed and then released while over the button labelled New. This part of creating an application is more like traditional programming, although the icons on the right of the script will help beginners.

after literally 60 seconds of 'programming' is a standard Amiga window with a standard Amiga button in it, and when you click that button a picture is loaded and displayed.

CanDo applications are designed from the user-interface backwards – first you get your buttons and menus and whatever in place, then you decide what each 'object' (as they are known in *CanDo*) is going to do when activated by the user.

This breaks down the task of writing a piece of software that does many things into manageable chunks that not only can you hold in your head, but you can actually see on the screen – you can concentrate on getting one object working properly before passing on to the next. It also enables you to easily add a feature to any application you have developed as and when that feature is needed.

YOU CANDO IT

When you open the *CanDo* package and discover the 400-page manual you'll immediately realise that it can't be 'as simple as that', otherwise all that documentation wouldn't be needed. One quick flick through the manual is enough to scare the pants off the 'non-techie', which is why it starts with a couple of step-by-step tutorials. But after completing these, which will take you about a couple of hours, you'll realise how quickly and easily applications can be created in *CanDo* that would take maybe days, weeks or months in a traditional programming language.

The second tutorial, for example, is a simple database that has buttons to add and delete entries, plus search, sort, load and save functions. After about an hour you have created a fully functional and useful piece of software that looks good and even has special features like keyboard shortcuts for menu items.

CanDo is able to load and play IFF-ILBM brushanims and IFF-8SVX sounds, and noises can be quite easily coordinated with motion – so if you had an anim of a grandfather clock you could, for example, add 'tick' and 'tock' noises at each end of the swing, and even a 'swoosh' in the middle if you wanted.

SUPPORT

Many of the Workbench 2-style features are supported and can be incorporated into your applications even if you are still using 1.3. Alas, some of the most useful Workbench 2 features are not present. Recognition of default system fonts, for example. Although *CanDo* enables you to load and use any font for use in rendering buttons and menus, fields (the gadgets you type things into) can use only topaz8 or topaz9, depending on whether you selected an 80-column or 60-column display in Preferences. Amiga owners who have never seen Workbench before version 2.04 won't know what on earth this means, because the 60/80 column display feature was one of the Workbench 1.3 Preferences options that was thrown out with the bath water.

Being restricted to using topaz8 in fields may be important if your application is designed to run in interlace mode because that font is horribly small in that screen mode

SCREEN SCENE

Talking of screen modes, these aren't supported properly either. In fact, the whole question of screen modes is only indirectly supported in as much as you specify the window dimensions and number of colours, and *CanDo* automatically creates a screen in the necessary mode, or it opens on the Workbench if you want. Window sizes can be anything up to 10,240 by 10,240 pixels, although this is the theoretical maximum of course – in practice you'll be restricted by how much graphics or Chip memory you have available.

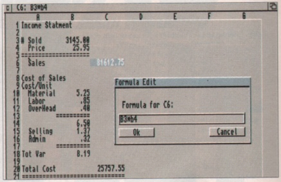
The new Workbench 3 features are not yet supported. The maximum number of colours you may specify for a window is 4096 (HAM). There are no 256 or 128 colour options, and although there is a 64 colour option this is actually Extra HalfBrite mode (32 real colours plus another 32 at half brightness) not 64 real colours.

Selecting a window width of greater than 320 pixels means you will be opening a High Res screen and will be confined to a maximum of 16 colours, even on an Amiga 1200 or 4000, which don't have this restriction.

CanDo has a built-in file requester that you may use in your applications, but access to the standard Amiga file requester via the ASL library is not supported.

CanDo can listen and talk to any ARexx port, enabling advanced users to write a program that can control any ARexx compatible application, or to have any ARexx compatible application control the *CanDo* application you have created. As the manual points out, you don't have to use these features, they are there if you need them and know how to use them.

With a hard drive and a couple of megs, this is the most fun you can have without Lemmings on the screen.



C6: B3*b4

	A	B	C	D	E	F	G
1	Income Statment						
2							
3	# Sold	3145.00					
4	Price	25.95					
5	==========	==========					
6	Sales		81612.75				
7							
8	Cost of Sales						
9	Cost/Unit						
10	Material	5.25					
11	Labor	.85					
12	OverHead	.40					
13		==========					
14		6.50					
15	Selling	1.37					
16	Admin	.32					
17		==========					
18	Tot Var	8.19					
19							
20	Total Cost		25757.55				
21	==========	==========	==========				

Formula for C6: B3*b4

One of the example applications supplied wiuth *CanDo* is a rudimentary spreadsheet.

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EASE OF USE ◆◆◆◆◆◆◆◆◆◆◆ 86%

Naturally, the more complex the program you want to create, the more difficult will be the job.

VALUE FOR MONEY ◆◆◆◆◆◆◆◆◆◆◆ 82%

There's a lot to it, and the disk swapping may drive you crazy if you don't have a hard drive.

EFFECTIVENESS ◆◆◆◆◆◆◆◆◆◆◆ 77%

Both the CanDo program and applications written with CanDo run fairly slowly on a 68000-based Amiga. But with a faster processor it's fine.

FLEXIBILITY ◆◆◆◆◆◆◆◆◆◆◆ 95%

As its name suggests, there's not a lot you can't do.

INNOVATION ◆◆◆◆◆◆◆◆◆◆◆ 92%

There's nothing else quite like it for the Amiga.

> *This package comes highly recommended if you want to learn about programming applications for the Amiga.*

OVERALL 87%

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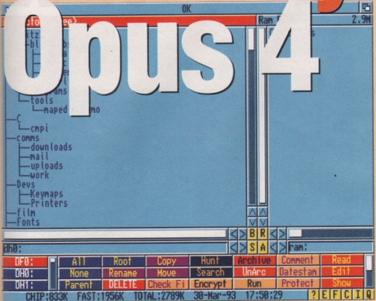
P O W E R

Directory Opus 4


OK
Ram
2.9M
tools
maped
C
cmpi
comms
downloads
mail
uploads
work
Devs
Keymaps
Printers
film
Fonts
B
R
S
A
dh0:
ram:
DF0:
DH0:
DH1:
All
None
Parent
Root
Rename
DELETE
Copy
Move
Check Fi
Hunt
Search
Encrypt
Archive
UnArc
Run
Comment
Datestam
Protect
Read
Edit
Show
?
E
F
C
I
Q

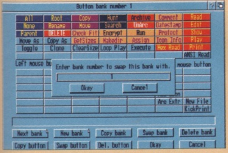
```
CHIP:833K  FAST:1956K  TOTAL:2789K  30-Mar-93  17:50:29
```

PC owners who have used XTree will recognise this form of file directory. *Opus* usually works with a slightly faster single directory display, but this method is ideal for examining large hard disks.

Has John Kennedy found a way to do away with his Workbench? Sssh – don't tell Sid.

Long ago when Workbench 1.3 was considered the height of user-friendliness, along came a shareware program called *SID* to revolutionise our lives. For many users *SID*'s ability to instantly view files using their name, copy and move them between directories and then launch other programs with a single click made up for most of Workbench's shortcomings.

However, shortly after the subtle blues and greys of Workbench 2 started appearing, I found that I had stopped using *SID*, simply because the new and improved Amiga environment was so powerful that I rarely, if ever, needed to load it.


Button bank number 1
All
Root
Copy
Hunt
Archive
Comment
Read
None
Rename
Move
Search
UnArc
Datestamp
Edit
Parent
DELETE
Check Fit
Encrypt
Run
Protect
Show
Move As
Copy As
GetSizes
Makedir
Assign
Icon Info
Play
Toggle
Clone
ClearSize
Loop Play
Execute
Hex Read
Print
ANSI Read
Left mouse bu
mouse button
Arc Extr
New File
KickPrint
Okay
Cancel
Next bank
New bank
Copy bank
Swap bank
Delete bank
Copy button
Swap button
Del. button
Okay
Cancel

Enter bank number to swap this bank with.

1

One of the many configuration screens – you can alter absolutely everything about Opus that you could possibly need to.

I was sceptical of finding another utility that would be as useful to Workbench 2 users, as *SID* was to Workbench 1.3 – and I remained so until *Directory Opus* came along.

The authors may deny it, but *Opus* is *SID* reborn. What has changed is the huge number of options, the utilities provided, the ARexx support and the improved general feel – not to mention the excellent manual which a shareware program couldn't begin to compete with.

Everything about *Opus* is simple and fast. Buttons are crisp and use 3D shading, directories are quickly scanned and cached and the feel is reliable and solid.

FIRST MOVEMENT

One of the most basic ways of using *Opus* is as a file organiser. Once you start using your Amiga for anything other than games, you'll soon collect a large number of files. If you are well organised, you'll have made drawers to put these files in. If you're more like me, you will have files stored on every available floppy disk and several hard drive partitions full of data you can't even remember creating.

Although the new Workbench environment allows files to be dragged from directory to directory, it's not particularly fast. This method is also prone to the dreaded 'file drop' – when you accidentally let go of the mouse too soon and your file vanishes into an unseen drawer.

Opus simplifies the copying process, as it displays the source directory on one side of the screen, and the destination directory on the other. To copy them, you highlight them with the mouse or enter a wild card definition such as *.BAK and then click on the 'COPY' button at the bottom of the screen. Files can be treated singly or in large numbers, and other buttons are available to provide options for renaming, moving and deleting files.

SECOND MOVEMENT

The second way of using *Opus* is for running programs such as text and picture viewers. When a filename is double-clicked, it will look at a file and work out what sort of information it contains. It then applies a piece of cunning – for example, if the file is a text file, *Opus* will use its text viewer to let you read its contents. If it's a picture, AGA modes or otherwise, *Opus* will display it.

THIRD MOVEMENT

Opus also works as a quick-and-easy general utility program. Without leaving the main screen you can format disks, archive and un-archive files, check how much memory and processor capability you're using and even give files secret passwords.

But probably the best feature is its remarkable level of configuration. You can change just about everything, from the colour of the buttons to what JPEG viewer is triggered when you click on a 24-bit image. Every button, every menu and every single possible colour combination can be altered until you have *Opus* exactly the way you want it.

FINALE

Opus is user-friendliness taken to the extreme. Paradoxically, it also offers real power to the user, so both novice and expert can be sure of using it daily. If you only buy one piece of non-games software in your life, you could do far worse. CU

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EASE OF USE 87%
Clicking on buttons is a lot easier than wrestling with CLI commands.

VALUE FOR MONEY 85%
You get several utilities in one piece of software, as well as an excellent manual and after sales support.

EFFECTIVENESS 90%
General file management is child's play.

FLEXIBILITY 99%
How could it be more flexible? Perhaps it could make toast.

INNOVATION 50%
This SID clone has been brought bang up to date with ARexx and AGA support.

> *With Opus 4, you need never use Workbench again*

OVERALL 88%

PIP View

Roctec have just launched a new piece of video gadgetry that'll turn your Amiga into a mini editing suite. Stephen McGill focuses on the action.

Roctec are responsible for several highly innovative, low-cost Amiga peripherals. The best example yet of this innovation is the RocKey chroma-keying device which earned a CU Amiga Top Rated award of 91% when we reviewed it in October. Can they repeat their success with PiP View?

Housed in a solid, well-shielded black metal box, PiP View is a self-contained 100-channel remote control television tuner, video/audio switcher and picture-in-picture device. Although Roctec have targeted it at the Amiga market, it is generic so you don't necessarily need an Amiga to use it, although you will need a composite monitor like the 1084.

The TV tuner by itself isn't very special. Philips make and market their own model, as have Amstrad in the past and Microline who added a teletext facility to boot. No, what really stands out about this particular device is the picture-in-picture facility.

The rear panel houses an array of phono sockets. This set-up lets you connect the unit to three independent video sources. There is only one output, which is intended to feed a monitor or video recorder. The input sources could be any device capable of outputting a composite video signal, such as a video recorder, computer, camcorder, laserdisc, etc.

On the right-hand side of the front panel, a set of lights indicate what is going in and out from PiP View. 'Main', indicated by a red LED, lets you know which source is going to be displayed as the main picture on your monitor. 'Sub', represented by a green LED, is the sub-picture or picture-in-picture display.

The sub-picture is just like a miniature television superimposed over the main display. The sound of the sub-picture can be monitored through a 3.5mm headphone jack on the rear of the unit. Volume control on the sub-picture is limited to three settings – Lo, Med and High.

LOSING CONTROL

Swapping the sub and main pictures is as easy as pressing the swap button on the supplied remote control. However, the first gripe about the unit starts here. Other than the remote there is no alternative method of controlling the unit. Some manual buttons on the front panel at least would have been appreciated.

Unlike the old picture-in-picture video recorders, versatility is the name of the game with PiP View. You can select the TV tuner or any of the three video inputs as the main display or sub-display, giving 16 possible combinations of picture-in-picture output. It's worth mentioning that each of the video inputs also have corresponding linear stereo audio inputs, the sound being switched with the picture. If you're into Desktop Video, PiP View's ability to effortlessly switch between video sources could be of immense value.

Advanced video editors use a method known as A/B roll editing. This basically means that you have two video sources, or in PiP View's case three, cued up at pre-selected scenes. Rather than continually stopping and starting recorders and source machines, edits are performed two to three scenes at a time by switching between the sources.

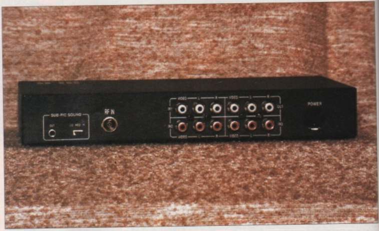
Video purists may point out that to achieve glitch-free switches in the above manner require all video sources to be house synced and time base corrected.

Nevertheless, if you have a video source from similar machines with similar signal strengths, picture roll and consequent stabilisation of image and sync can occur so quickly with PiP View that the glitch is barely noticeable (it is present though and will inevitably get worse with every generation of video tape copy thereafter).

Professionalism and conjecture aside, other relevant criticism of PiP View is the positioning of the sub-picture. It can be placed in any of the four corners of the monitor screen, which is far too limiting. Amiga software control of the device could give the user the power to place the sub picture anywhere on-screen. The potential is definitely there for Roctec to create a powerful Desktop Video accessory, but it has been unrealised

CONCLUSION

Roctec have suffered from myopia with PiP View. Rather than supply the Amiga market with an awesome audio/visual switcher mixer, they have given us a plaything of limited convenience and novelty value.



If nothing else, the PiP makes a reliable TV tuner – just a shame that it only works by remote control.

The Roctec PiP device shows the quality craftmanship that we've come to expect.

JARGON BUSTERS

- **Composite** – A video signal where colour and brightness information is coded into a single signal.
- **Glitch** – A momentary break in a video signal which can cause on-screen interference and picture break-up.
- **Sync** – Short for synchronisation. Part of the video signal which indicates where the frame starts.

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EASE OF USE 90%
Just plug in and go.

VALUE FOR MONEY 72%
A low price, with low performance to match.

EFFECTIVENESS 70%
Switching is not glitch free and is of no use for 'serious' video.

FLEXIBILITY 65%
The remote control only operation is a serious flaw.

INNOVATION 75%
A TV tuner with some unique features.

> *A good idea poorly executed, leaving it with nothing more than a novelty value.*

OVERALL 70%

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Jason Holburn, Amiga Format December 1992 issue..

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Mat Broomfield, CU Amiga January 1993 issue.

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Alan Puzey, Amiga User Int. January 1993 issue.

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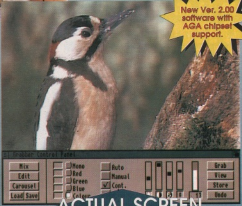

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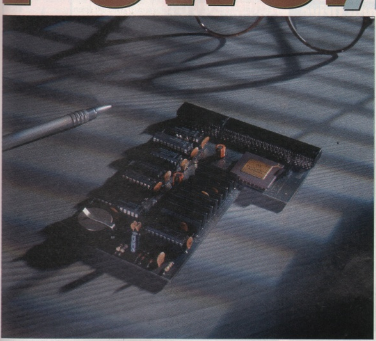
Power A1204

Tony Horgan investigates one new powerful attachment for the A1200.



If you've just upgraded to an A1200, you're probably still reeling from the shock. The speed, the power, the compact design, the operating system, the shiny little Commodore logo – it can all be overwhelming at first. However, most A1200 owners soon regain that insatiable appetite for even more speed and power. If you can feel your techno-lust creeping up on you again, you'd better take a look at the upgrades on the market.

A few months ago there was nothing but rumour and speculation, but since then the options have been opened right up. Now there are at least three major upgrades available, the latest of which is Power Computing's A1204.

The A1204 comes in a number of variations, but each model is based around a 4Mb Fast RAM expansion and a battery-backed clock, in the form of a board that fits into the A1200's trapdoor slot. The basic model (£185.95) has just the RAM fitted. Next up the ladder is the same board, but with an additional 20MHz 68881 FPU (£259.95). Then there are three models fitted with 68882 FPUs instead. The 25MHz option retails at £279.95, the 33MHz board at £289.95, and the top of the range 40MHz model sells for £299.95.

SOUNDS GOOD

In a normal environment, sound can only be played directly from Chip RAM, and graphics displays are similarly limited to Chip memory. Commodore sensibly designed the A1200 with 2Mb of Chip RAM, without which the new AGA graphics would have been useless. However, a completely Chip RAM-orientated setup can make programs run a little slow, as maths operations are made to wait in line, while the custom sound and graphics chips get priority over everything else.

Although there's no accelerated processor on the A1204 expansion, it will speed up your A1200 in just about every area. The processor can now exchange information freely with its own batch of Fast RAM, so everything works a little bit smoother. In fact, the additional RAM more than doubles the original processor speed. This isn't quite as good as it sounds – it won't make all your applications run twice as fast, but it will give them quite a boost.

Then there are the FPUs. These are Floating Point Units, or co-processors, and assist the main processor in maths operations. Spreading the work between two chips means the job gets done quicker, and so the program runs faster. If you decide to go for the A1204 without an FPU, you can always add one later if you feel the need.

CONCLUSION

The difference in potential between a machine with 2Mb and 6Mb is pretty large. All kinds of new avenues start to appear before you, and then there's the bonus of added speed. Throw in an FPU, and you're in Amiga heaven. A good buy. CU

JARGON BUSTERS

- **FPU – Floating Point Unit. A type of co-processor which accelerates programs by reducing the main processor's workload.**
- **CHIP RAM – Essential for graphics and sound, but programs generally run slower in Chip RAM.**
- **FAST RAM – The custom chips cannot access Fast RAM directly, but software routines prefer it.**
- **AGA – The new set of graphics chips that allow 256 colour displays, plus the HAM-8 mode.**

ALTERNATIVE BUYS

MICROBOTICS MBX 1200 (£139-£619)

The MBX 1200 comes in a wider range of configurations, although an FPU is compulsory on all models. If you just want a RAM expansion, the MBX can work out a bit pricey. In fact, an A1204 with 4 Mb of Fast RAM and a 25 MHz FPU, will set you back £279.95, while the equivalent MBX comes in at £416.19.

GVP A1230 (£399-£599)

The A1230 also adds speed and RAM, but does it in a slightly different way. All models come with a 68030 processor, which accelerates the machine by about five times. The basic model has 1Mb of Fast RAM and sells for £399. For £599, you get an FPU, 4Mb of RAM and the '030 processor. The '030 makes the A1230 the best option if speed is your main concern.

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TEL: 0234 843388.

EASE OF USE ◆◆◆◆◆◆◆◆◆◆◇◇ **88%**
A bit fiddly to install, but no worries after that.
VALUE FOR MONEY ◆◆◆◆◆◆◆◆◆◆◇◇ **89%**
One of the cheapest upgrade options for the A1200.
EFFECTIVENESS ◆◆◆◆◆◆◆◆◆◆◇◇ **85%**
Varies depending on the model, but the Fast RAM alone is a Godsend.
FLEXIBILITY ◆◆◆◆◆◆◆◆◆◆◇◇ **89%**
101 uses for it. Includes a disable switch for the FPU.
INNOVATION ◆◆◆◆◆◆◆◆◆◆◇◇ **80%**
Not the first, but arguably the best.

> *"A very handy piece of kit at a low price. One of the better choices of expansions."*

OVERALL 88%

External Floppy Drives

An external floppy drive can boost productivity and make life a lot easier – Tony Horgan checks out a few.

BUYER'S GUIDE

Commodore CDTV Floppy Drive

INDI DIRECT MAIL £49.99

Anyone who owned a C64 will doubtless remember the official CBM disk drive, a hulking great thing which barely improved on the speed of the tape deck. The original Amiga drive wasn't much smaller, but now Commodore have brought out a new, slightly slimmed down version, designed primarily for use with the CDTV, although it's fully compatible with any Amiga.

Apart from the colour, it's the size that makes the CDTV drive stand out from the rest. Measuring 13cm across and 5cm high, it's the disk drive market's equivalent of a P-reg Volvo. Big and bulky it may be, but it looks and feels more sturdy than a lot of other drives. Then again, with its plastic case, it's bound to be more vulnerable than its steel-enclosed rivals.

Surprisingly there's no through port, so if you've got any other external drives, this will have to sit at the end of the chain. This is also the only drive around that lacks a disable switch. The dreaded 'empty drive click' is still in evidence, although it's been reduced from the intrusive level of the early drives. As far as features go, the CDTV drive is way behind the rest. It's also the largest, and unlike Commodore's old Amiga drive, it won't sit up on its side, so lack of space could be a problem.

69%

Available from Indi Direct Mail, 1 Ringway Industrial Est, Eastern Avenue, Lichfield, Staffs. Tel: 0606 43860

Roclite Drive

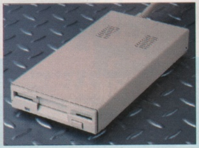
DMI £49.99

In contrast to the Commodore drive, Roctec's offering is the leanest drive you could hope to find. Measuring just 2.5 cm in height, this one has more in common with a Lotus Esprit than a P-reg Volvo.

The metal case is the best of any that we looked at, with no sharp corners or protruding screw heads. As for noise, there's a very discrete click when there's no disk in the drive, but not loud enough to irritate in most environments. Disk access is also pretty smooth, with a barely audible mechanism. A disable switch is included, which can be used to reclaim extra memory that the system has set aside for buffers. A through port is also included.

If you just want a no-frills external drive to cut down on disk swapping, this is definitely one of the best units around. Compact, discrete, and pretty tough. It's as cheap as any of its competitors too, and is so slim that it would fit neatly into any setup, whether you're using an A2000, an A600, or anything in between. The CU favourite.

88%



Available from: DMI, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berks SL3 0DX. Tel: 0753 686000

Phoenix Drive

PHOENIX £49.99

Rough and rugged, the Phoenix drive is housed in a tough metal case. It comes second only to the Roctec drive in terms of size, measuring 3cm tall. The usual disable switch and through ports are included on the rear panel.

Noise-wise, the Phoenix is pretty impressive, making hardly any, either during access or when it's empty. Just the most inconspicuous flutter is all you can hear. It's one of the toughest drives that you are ever likely to find anywhere, and it looks like it could probably take quite a knock without sustaining any terminal damage.

Tough as it is, the casing is not quite up to the professionally-finished standards of the Roclite drive. A pretty impressive all-rounder really. Considering that it's the same price as Power's Economy Drive, this looks like quite a bargain.

85%

Available from: Phoenix, Unit 2, York Towers, 383 York Road, Leeds LS9 6TA. Tel: 0532 350091

PC880E Economy Drive

POWER COMPUTING £49.95

The name says it all really. Power's Economy Drive doesn't try to win you over with buckets of flashy features. The plastic casing isn't the strongest around, and looks as if it could give way if you were clumsy enough to drop a monitor on top of it. The eject button is slightly recessed into the front panel, which makes it a little awkward when removing disks. It's quite easy for your finger to slip off the button, which can cause the disk to stick halfway, or be sucked back into the drive, in which case it will be accessed again. If you whip it out when it's being read, you could damage the disk. The risk is only slight, but it shouldn't be there at all.

Power have their own anti-click mechanism, and it's been incorporated in the Economy Drive. The drive is silent when it's empty, and there's only minimal noise when it's accessing a disk. There's a through port and disable switch on the back. On the surface, it might look as if it's best to go for the cheapest drive around. After all, what can go wrong with a disk drive? During our tests, nothing did actually go wrong with the Economy Drive, but if you want peace of mind, you might do better to take one of the other options. Even so, the drive got through quite a session of disk activity unscathed, and that should be enough for most users.

The Economy tag is questionable, as there are superior drives around for the same price.

75%

Available from: Power Computing, Unit 8, Railton Road, Woburn Industrial Estate, Kempston, Bedford MK42 7PN. Tel: 0234 843388

PC880B

POWER COMPUTING £59.99

One step up from the PC880E is the PC880B. It looks identical to the Economy Drive, except for an extra switch at the back, and the more sturdy eject button. With the switch in the central position, the drives acts normally. Switched to 'A' though, it goes in to anti-virus mode. Now it's impossible to write to the bootblock of a disk. Bootblocks hold the immediate startup instructions on auto-booting disks, but they're also a favourite hiding place for viruses. If the drive won't write to the bootblock, it's impossible to spread a virus onto any other disks. This won't stop file viruses, however.

Put the switch to the opposite setting, and you activate the Blitz hardware that's tucked away inside the case. This is intended to be used with the Blitz backup software that comes free with the drive. The software reads the disk in DF0:, and does its best to copy it to all other available drives, which is handy if you need to make multiple copies. The menu has options for copying ST and PC disks too, as well as an option for copy protected software, although it's some way behind the protection of most current games.

Available from: Power Computing, Unit 8, Railton Road, Woburn Industrial Estate, Kempston, Bedford MK42 7PN
Tel: 0234 843388

80%

PC880B with Cyclone

POWER COMPUTING £75

Currently the best drive if you want to backup protected disks, this is very similar to the standard PC880B. Instead of the Blitz hardware, there's something called Cyclone. Like Blitz, Cyclone allows a lower-level copy than usual, but it also backs up a lot of current games. When used with the appropriate software, which is part of *X Copy Professional*, it can take up to 15 minutes to duplicate a disk.

Unless you are already a registered owner of *X Copy Pro*, you'll have to buy the software separately. If you are registered, Power need proof of purchase of *X Copy Pro* before they can sell you the drive. The developers have been very good at updating the software in the past, and should continue to do so for the foreseeable future. This is an excellent software and hardware combination, that should come in particularly handy for anyone who needs a powerful copier on a regular basis. Remember though, that protected software is copyrighted, and piracy is illegal.

Available from: Power Computing, Unit 8, Railton Road, Woburn Industrial Estate, Kempston, Bedford MK42 7PN.
Tel: 0234 843388

91%

Dual Drive

POWER COMPUTING £125

One drive not enough for you? The Dual Drive gives you two in one. Both act independently, but the main advantage is that they're all contained in one neat unit. The drives are actually PC880Bs, with their own independent disable switches, and they also come with the Blitz hardware and software. If you need to make multiple copies of disks, or you're currently being driven up the wall by constant disk swapping, the Dual Drive will make your day a lot easier to face.

Strangely enough, it would be cheaper to buy two PC880Bs separately. Surely if you're buying two, there should be some saving? Do it this way and you'll end up spending an extra fiver. Whether it's worth paying extra to have the drives permanently locked together is up to you. The disadvantage you have with the two-in-one unit is that if one goes wrong, it's odds on that the other will be put out of action until you've put the thing back together, or got it back from the repair centre. Even so, if you can sort out a deal, the Dual Drive will serve you well, and should put a little neatness into your computer set-up.

Available from: Power Computing, Unit 8, Railton Road, Woburn Industrial Estate, Kempston, Bedford, MK42 7PN. Tel: 0234 843388

81%

HOW THE DRIVES COMPARE

DRIVE	CDTV	ROCTEC	PC880E	PC880B	PC880B + CYCLONE	DUAL DRIVE	PHOENIX
External Power	no	no	no	no	no	yes	no
Disable switch	no	yes	yes	yes	yes	yes	yes
Height (cm)	5	2.5	3.5	3.5	3.5	6.5	3
Width (cm)	13	10.5	10.5	10.5	10.5	10.5	10.5
Through port	no	yes	yes	yes	yes	yes	yes
Price	£49.99	£49.99	£49.99	£60	£65	£125	£49.99

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001 **AFRICAN**	: Talking drums, Marimbas, chants etc. (53)	014 **BASS GUITARS**	: Slap, picked, fretless, FX, etc. (44)
002 **INDIAN INST**	: Sitars, Bansuri, Chants etc. (19)	015 **ANALOG BASS**	: Oberheim, Roland, Korg, etc.(22)
003 **INDIAN PERC**	: Tablas, Bayas, Rhythm Loops etc. (35)	016 **DIGITAL BASS**	: Yamaha DX, Roland, Korg, etc. (28)
004 **ARABIC**	: Ud, Saz, Bendir, Rhythm Loops etc. (37)	017 **BRASS**	: Sections, Saxes, Trumpets, etc. (24)
005 **FAR EAST**	: Tibetan Bells, Yangqin, Koto etc. (31)	018 **SYNTH BRASS**	: Analog, Digital &L.A, etc. (18)
006 **EUROPEAN**	: Balalaika, Choirs, Bodhran etc. (34)	019 **PIANOS**	: Octave Splits, with strings,FX (16)
007 **OCEANIA**	: Didjeridu, Chants, Slit Drum etc. (23)	020 **STRINGS**	: Cello, Orch. Hits, Sections, etc. (21)
008 **AMERICAS**	: Kena, Berimbau, PanPipes etc. (30)	021 **SYNTH STRINGS**	: Analog & Digital (19)
009 **FX PERC.**	: Power Toms,Snares & Bass,Scratch & Rap. (88)	022 **CHOIRS**	: Mixed choirs, with bells & synth (16)
010 **DRUM KIT**	: Bass&Snares,Hi-Hats,Cymbals&Toms (63)	023 **ORGANS**	: Church & Electric (17)
011 **ANALOG PERC.**	: TR-808, CR-78, Loops etc. (64)	024 **BELLS**	: Real & Synth, with Choir & Strings (20)
012 **LATIN PERC.**	: Timbales, Congas, Cabasas, Cowbells etc. (107)	025 **SOUND FX**	: Action Sounds, Explosions, Gunshots, etc. (30)
013 **GUITARS**	: Acoustic, Electric & Distorted etc. (41)		

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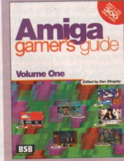

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Amiga A1200 Insider Guide
Bruce Smith, 256 pages, £14.95,
ISBN: 1-873308-15-8,

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BUSINESS SOFTWARE

BUYER'S GUIDE

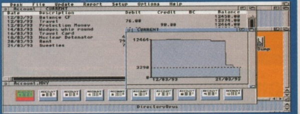
Thin on the ground they may be, but some Amiga business packages definitely deserve a second look, as Nick Veitch discovered.

There was an American President who once got elected chiefly through the use of the slogan: 'The business of America is business'. Well, the business of the Amiga certainly is not business. It wasn't originally designed as a business tool, but then again many of its design features lend themselves quite well to the demands of those who wear suits.

The trouble is that because of the market perception of the Amiga as a games/leisure machine, not a lot of people are aware of the potential that it has in the realms of business applications. Nevertheless, there are a number of financial and other business packages available for the Amiga these days, and some of them are pretty damn good, so let's take a look at a selection.

Personal Finance Manager+

MICRODEAL £14.95



```
Desk   File   Update   Report   Setup   Options   Help
Account : CURRENT
Date      Description            Debit     Credit    BC    Balance
12/03/93  Balance CF                                       12450.00
12/03/93  Travel                 76.00                     12374.00
12/03/93  Protection Money                 90.00           12464.00
14/03/93  Wodges whip round
16/03/93  Travel Card
18/03/93  Nuclear Detonator
20/03/93  Rent
21/03/93  Sweeties
```

Microdeal's *PFM+* does not really enter into the corporate arena. As its name suggests, it's intended primarily for personal use – managing cheque accounts, keeping on top of standing orders and so on. Although there are more than a few chequebook style programs available, mostly in the public domain, there are few which come anywhere near the ease of use of *PFM*.

Essentially the program acts like a duplicate of your bank statement. Credits and debits are added on to your balance to give you a rolling total so you are always up to date with your balance. Or are you? How many times have you gone to a cashpoint machine and discovered to your surprise that you had more money than you thought you had? This is usually not due to a bank error in your favour, but more likely someone has been too lazy to cash the cheque you gave them last month, so if you do take some money out a couple of days later you get a phone call from the bank manager. *PFM* has a special mode to save you from this sort of hassle. By feeding the software your balance according to the bank, the program will attempt a cheque reconciliation, which has a fair chance of identifying precisely which cheques you have written which have not been cashed.

Contact: Microdeal PO Box 68, St. Austell, Cornwall, PL25 4YB. Tel: 0726 68020

90%

Arena Accounts

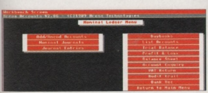
APPLIED SYSTEMS GROUP £89.95

This is a full accounts handling package, for use in a small or medium business. Accounts are built up in a system of ledgers, which is the way most businesses keep track of their money.

The accounts are basically split into three ledgers, one each for sales and purchases and a further one called the nominal ledger. Each of these can be probed for account status and individual invoices or groups can be separated off for close inspection.

Arena Accounts has every feature that you would find in a similar PC-based package, but that is part of the problem. The Amiga is not utilised to its full capabilities by this software, which is rather badly programmed. There is very little use of the menu, the print facilities are just a straight dump to the printer – which may be all right for a brainless PC user, but is alien to the Amiga way of doing things.

Aside from that the manual is not much use. There are plenty of examples, but it gives the impression that it was written by people who don't really understand the Amiga. The result is that it goes through painstaking detail on how to use menus and move the mouse, but rather skips over the detail of what the program is actually doing. If you have an MSc. in business management you might be able to work out how to use this package.

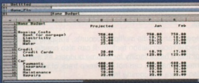


Contact: Applied Systems Group, The Flarepath, Elsham Wold, Brigg, South Humberside DN20 0SP. Tel: 0652 688330.

63%

ProCalc

SILICA SYSTEMS £129.95



```
Untitled
Home_Fin
A1                Home Budget
Home Budget
                          Projected         Jan       Feb
Housing Costs
  Rent (or morgage)          750.00      750.00    750.00
  Electricity            [illegible]      19.75  [illegible]
  Gas                    [illegible]      16.25     15.00
  Water                       25.00       23.25     22.00
Credit
  Credit Cards                20.00       18.75     17.00
  Loan                       125.00      125.00    125.00
Car
  Payments                   400.00      400.00    400.00
  Insurance              [illegible] [illegible] [illegible]
  Gas                         25.00       22.50  [illegible]
  Maintenance                 10.00       10.00     10.00
  Repairs                     35.00       35.00     35.00
```

This is Gold Disk's successor to their award-winning *Advantage* spreadsheet. The real power of the program remains unchanged – it's still lightning fast with a very impressive array of pre-programmed functions. As well as almost every financial calculation you could possibly think of, there is also a wide range of statistics operators.

The main improvements in the software have been made to the user interface: it now supports ARexx macros, which are not only incredibly useful for performing calculations within the program but can also be used very effectively for outputting graphs. Individual cells can be assigned ARexx scripts, which they will run when they are double-clicked – you can effectively create a control panel built into your spreadsheet.

The graphics functions are some of the best available – virtually any type of graph can be drawn, and if you really want a three-dimensional scatter pie bar-chart you can probably manage it. Instead of opting for a half-hearted display designed for the screen, these graphics routines are quite capable of producing presentation quality artwork. The graphs can even be exported in *Professional Draw* clip format for use in a DTP package.

Contact: Silica Systems, 1-4 The Mews, Hatherly Road, Sidcup, Kent. Tel: 081 309 1111.

82%

»

Maxiplan 4

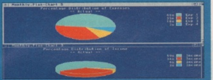
THE DISC COMPANY £49.99

Maxiplan is another finance package which has drawn on the world of PC spreadsheets. It has the usual tables of columns and rows for inputting text and formulae. The screen is scrolled in the normal way using sliders and arrows and the mouse can be used to select cells or construct complex formulae which take values from other parts of the worksheet.

But *Maxiplan* has hidden power. As well as the normal spreadsheet functions it can also act as a database, storing data such as names and addresses in specially allocated cells.

Its charting ability exceeds even *ProCalc*'s. It doesn't produce smooth 3D high-quality results, but it can handle even more different types of charts, including Gantt charts (used by project managers), Hi-Lo (used in the city to track share prices) and even a straight X-Y plot which can draw shapes from co-ordinate data.

Maxiplan will also load and save files in *Lotus 1-2-3* format, which could be extremely useful for people who want to take their work home with them.



There are a number of practical features, like the talkback speech option, which reads the numbers back to you as you type them in.

The only flaw is the complexity of the software – it would take a novice a while to get to grips with it.

Contact: The Disc Company, B.P.40, 92101, Boulogne-Billancourt Cedex, France. Tel: 010 331 4910 9995

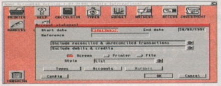
81%

Home Accounts 2

DIGITA INTERNATIONAL £54.99

The original *Home Accounts* was released over four years ago to almost instant success. It was by no means perfect though. There were severe limitations to the number of transactions and different types of expenditure that could be calculated. On top of that the user interface was a bit cumbersome.

All these drawbacks have been solved with *Home Accounts 2*. The interface in particular underwent a major overhaul. In the end it has turned out looking rather like *Wordworth* (which isn't that surprising since it comes from the same company).



Like *Personal Finance Manager* it can handle multiple accounts, standing orders, and has a very similar cheque reconciliation feature. It can also handle budgets in the same way, except that it has a facility for income budgets as well as expenditure budgets. This means that you can not only keep track of where your money is going, but also where it is coming from.

In comparison with *PFM* it is perhaps a little more cumbersome, although ultimately more flexible. It is the ideal package for anyone running clubs, societies or anything that requires just a little more than a simple up-to-date balance statement.

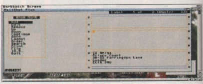
Contact: Digita International, Black Horse House, Exmouth EX8 1JL. Tel:0395 270273

89%

Mailshot Plus

DIGITA INTERNATIONAL £39.99

This program is not exactly a financial package, but it could save you a pile of dosh. It is, as you may have guessed, a mailing list handler. It is easy to overlook this aspect of a business, but mailing lists can be expensive things to set up and run. Even with a short list of 100 names and addresses, it would be very time-consuming to write out all the envelopes by hand. A computerised list saves time, but can itself lead to extra expense if not properly managed.



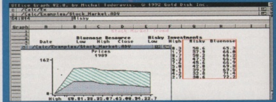
Mailshot has excellent search facilities which scan each field of the address so you can find anyone, even if all you can remember is a bit of their postcode. There is also an automatic anti-duplication function which removes any duplicates of labels in your list – saving money and the goodwill of your customers. The software is showing its age. There are no proper requestors and everything looks rather PCish, but it is still a useful addition to your business armoury.

Contact: Digita International, Black Horse House, Exmouth EX8 1JL. Tel: 0395 270273

71%

Gold Disk Office 2

SILICA SYSTEMS £49.99 (SPECIAL OFFER) £129.99 RRP



This comprises a word processor, database, spreadsheet, DTP and graphics package. The aim is obviously that you will need no other software and it is one which is almost fulfilled. All of the component parts are altered versions of Gold Disk's other exemplary software masquerading as modules.

The spreadsheet is basically *ProCalc* with a few minor differences. The most significant of these is that the graph drawing section has been separated into a completely different module, which makes drawing charts slightly more cumbersome with only the minor benefit of a slightly lower memory overhead.

The DTP package is, more or less, *Pagesetter*, complete with fonts and all. This means that the word processor doesn't need to have loads of formatting and graphics potential. The one supplied is a version of *Transwrite*, a no-frills text cruncher. The combination works quite well, as you can rattle off the text first and then load it into the DTP module to tart it up a bit.

The database is more than adequate for looking after stock or mailing lists, although it doesn't seem to have had a great deal of time spent on it.

The biggest bonus of these packages is the ability to multi-task them all on a Workbench screen and use their ARexx facilities.

Contact: Silica Systems, 1-4 The Mews, Hatherly Road, Sidcup, Kent. Tel: 081 309 1111

87%

BUSINESS SOFTWARE AT A GLANCE

	PFM	ARENA ACCOUNTS	PRO CALC	MAXIPLAN	HOME ACCOUNTS 2	MAILSHOT PLUS	GOLD DISK OFFICE
AREXX SUPPORT	No	No	Yes	Yes	No	No	Yes
LOTUS COMPATIBLE	N/A	N/A	Yes	Yes	N/A	N/A	Yes
RUNS AS WORKBENCH WINDOW	Yes	No	Yes	Yes	Yes	No	Yes
EFFECTIVENESS	83%	76%	89%	90%	81%	78%	88%
EASE OF USE	88%	56%	91%	88%	86%	69%	84%
VALUE FOR MONEY	95%	60%	78%	72%	90%	68%	92%
RATING	90%	63%	82%	81%	89%	71%	87%
PRICE	£14.95	£89.95	£129.95	£49.99	£54.99	£39.99	£49.99

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HP LASERJET III™ COMPATIBLE • FLASH ROM UPGRADEABLE!

Ricoh, the world's second largest manufacturer of laser printer engines, have used their expertise to produce a 'first' in laser printers for the world market, the LP1200 with FLASH ROM. HP LaserJet III™ compatible, the LP1200 employs industry proven laser technology. Unlike LED printers, which use light emitting diodes, the LP1200's laser light source is able to produce the most accurate and intense printed images. It has a fast efficient processor and engine, together with a straight paper path design which allows printing at a full 6 pages per minute and, it can address a range of print resolutions up to 400 dpi. The 2Mb RAM version can print a full A4 page of graphics at 300 dpi and a full A4 page of text, or A5 page of graphics, using standard resident internal fonts and the alternate controller firmware supplied, at 400 dpi. A free Windows driver supplied enables the 2Mb Ricoh LP1200 to print a typical page of text at 400 dpi from Windows 3.1, using the alternate controller firmware supplied on the Windows Driver Disk and standard internal resident fonts. The 4Mb RAM version has the added advantage of being able to print a full A4 page of graphics at 400 dpi and makes full use of the LP1200's 400 dpi printing capabilities, such as using Microsoft Windows fonts.

Unique additional standard features include FLASH ROM 'future proof' technology and LAYOUT - a powerful document description language. The LP1200's unique internal FLASH ROM, which holds the printer controller firmware, can easily be updated as new developments in technology occur. This protects the investment you make in buying a Ricoh LP1200. Other manufacturers would require you to buy a new printer! Internal FLASH ROM and industry standard FLASH ROM IC cards can also be used to permanently store fonts, macros, graphics and extra emulations. Again, unlike the competition, the LP1200 includes LAYOUT a powerful document description language as standard, which offers unique opportunities to develop custom made printing systems. Forms and document templates can be designed and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!

The LP1200 comes complete with a 100 sheet A4 paper tray and the facility to feed single sheets of paper and card up to 157gsm. An optional extra universal feeder provides the facility to automatically feed up to 150 sheets, from sizes of 98mm x 148mm to 216mm x 356mm in size, at weights of up to 158gsm. It can also feed up to 15 envelopes, overhead transparencies and labels automatically.

Laser Scoop
A4

PC MAGAZINE
UK EDITOR'S CHOICE
OCTOBER '92

FREE! WINDOWS DRIVER v3.1

SHOWN WITH
UNIVERSAL FEEDER
TOP TRAY
(OPTIONAL EXTRA)

CORPORATE SALES TEAM
Tel: 081-308 0888 Fax: 081-308 0608

THE LP1200 IS A GENUINE LASER PRINTER AND NOT AN LED PRINTER. MAKE SURE YOU CHECK THE COMPETITION!

See how the Ricoh LP1200 compares to its Laser Printer Competitors

FEATURES	EPSON EPL4100	HP L/JET IIIP	M'MAN TALLY MT904+	IBM 4029 Model 010	RICOH LP1200
Average Street Price (excl. VAT) (*expected)	£569	£699	£699*	£750	£699
Official RRP (excl. VAT)	£945	£1,179	£1,099	£1,099	£1,195
Maximum resolution in dots per inch	300 x 300	300 x 300	300 x 300	300 x 300	400 x 400
Windows 3.1 Driver @ 400 dpi	-	-	-	-	YES
Print Speed	6ppm	4ppm	4ppm	5ppm	6ppm
Straight Paper Path	YES	-	-	-	YES
PCL 5 Printer Command Language	-	YES	YES	-	YES
HP-GL/2 Vector Graphics included	-	YES	YES	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES	YES
Standard RAM	0.5Mb	1Mb	1Mb	1Mb	2Mb
Full A4/300 dpi graphics with standard RAM	-	-	-	-	YES
Warm Up Time	<45 secs	<60 secs	60 secs	33 secs	45 secs
First Page of Text Output	<20 secs	<40 secs	34 secs	20 secs	<15 secs
Document Description Language included	-	-	-	-	YES
Flash ROM	-	-	-	-	YES
Upgradable Firmware	-	-	-	-	YES
IC Card Slot	YES	-	-	YES	YES
Scalable Resident Fonts - in HP LJ III Emulation	-	8	8	0	8
Resident Bit-Mapped Fonts	11	14	14	16	14
AGFA Intellifont Scalable Font Technology	-	YES	-	-	YES
HP LaserJet III Emulation Included	-	YES	YES	-	YES
EPSON FX Emulation Included	YES	-	YES	-	YES
IBM ProPrinter Emulation Included	-	-	YES	-	YES
Standard Tray Capacity	100	70	100	200	100
Protective cover on standard tray	YES	-	YES	YES	YES
Cost per copy**	1.65p	2.00p	1.71p	1.64p	1.65p
Min-Max Paper Weight in gsm	60-157	60-105	60-120	60-131	60-157
Able to print on OHP Film	YES	YES	YES	YES	YES
Able to print on card (157gsm - Manual Feed)	YES	-	-	-	YES
Standby -Noise Level	<40dB	31.7dB	<35dB	38 dB	<38dB
Printing -Noise Level	<50dB	43.3dB	<46dB	50 dB	<48dB

**As quoted by manufacturers - 2/4/92

All Trademarks are acknowledged

IT'S A WINNER!

Shortly after its launch, the LP1200 had scooped accolades from most of the major press reviewers . . .

"The winner is the Ricoh ... its graphics performance is staggering".
Shopper Labs Best Buy
COMPUTER SHOPPER - AUGUST '92

"We liked the Ricoh's speed, extra memory (useful for graphic printing) and full HP LaserJet III emulation with scalable fonts ... running costs, ease of use and documentation are all also good, so this is a well rounded package".
PC PLUS VALUE VERDICT ■■■■
PC PLUS - AUGUST '92

"Compact, quiet and hassle free ... excellent value ...".
PC DIRECT - OCTOBER '92

"The Ricoh stormed ahead of the other printers in mixed page tests ... was consistently the fastest non-PostScript machine in all the tests ... it produced the most impressive pages, with prints consistently clear and well contrasted ... produced some very fine prints at 400dpi".
'WINDOWS' MAGAZINE - JULY '92

COMPUTER SHOPPER BEST BUY
AUGUST '92

PC MAGAZINE UK EDITOR'S CHOICE
OCTOBER '92

AMIGA GOLD FORMAT
Dec '92

PC TODAY BEST BUY
OCTOBER '92

LASER PRINTER AWARDS
What to Buy for business
A "BEST BUY" DECEMBER 1992

- **6 PAGES PER MINUTE**
  Using a straight paper path
- **PCL5 - INC HP-GL/2**
  With scalable fonts and vector graphics
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  Ricoh FIAL (Fine Image ALgorithm) enhances resolution
- **400dpi RESOLUTION**
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- **UNIQUE FLASH ROM**
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- **EXPANSION BOARD SLOT**
  For improved connectivity eg. Coax/Twinax, PC-LAN etc
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  Next working day response

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CODE	PRODUCT	PRICE Exc VAT
CAB 7500	Cable for PC/ST/Amiga	£8.47
KIT 5200	Laser Starter Kit inc Cable	£12.50
LAA 5238	Universal Feeder (2nd Tray)	£100.00
LAA 5262	2Mb RAM Module	£100.00
LAA 5210	Developer/Toner Cartridge	£65.00
LAA 5225	OPC Cartridge (Drum)	£89.00
LAA 5312	A4 Paper Tray (100 Sheets)	£35.00

CALL FOR A FULL PRICE LIST

*Note: A4 paper tray is already included in the printer price. More A4 trays can be purchased to feed different coloured stationery.

LP1200 WITH SINGLE BIN & 2Mb RAM LAS 5200	£699	+VAT = £821.33
LP1200 WITH SINGLE BIN & 4Mb RAM LAS 5200 + LAA 5262	£799	+VAT = £938.83

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- ***FREE CATALOGUES:*** Will be mailed to you with offers + software and peripheral details.
- ***PAYMENT:*** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new laser printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or consumables, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

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LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA	No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB	Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
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To: Silica Systems, CMUSR-0493-75, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

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Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own?.............................. 75N

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

ART GALLERY

Not exactly known for his taste in music, we decided to see if Tony Horgan could do any better with art. Here he is with this month's Art Gallery.

WRITE BACK

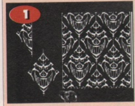
If you have a picture you want to include in Art Gallery, please observe these guidelines when sending material in:

- Include a selection of IFF files showing your drawing at several stages.
- Include a description of how you produced the effects displayed in each shot. Please ensure that the description is written on a sheet of paper, even if it has been included as a file on the disk.
- If your drawing is based on the work of another artist or photographer, please include details of their name, the title of the original picture, and where you saw the copy you were working from.
- If you would like your disk returned please include an SAE (taking into account both the weight and fragility of disks).

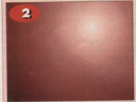
Send your disk to: Art Gallery, CU Amiga,
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU.

UH OH!

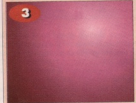
Mark Lockett tells us this is his first attempt at painting with DPaint AGA! 'Uh Oh!' shows off the Amiga's new 256-colour mode.



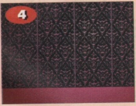
The wallpaper patterns were worked out in lo-res, mirrored, and then shunted together to form a full screen background.



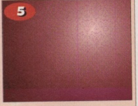
Moving into hi-res, Mark made 32 colour ranges for the paper and pattern. The highlight was achieved with the gradient circle fill.



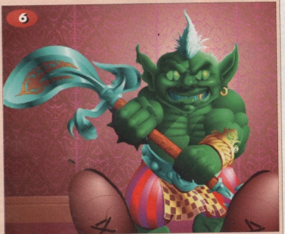
The same technique was used to get the graduated highlight effect for the pattern.



The pattern brush was loaded and stamped down repeatedly to make the wallpaper.



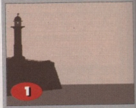
The background was loaded to a spare screen, then merged with the main picture.



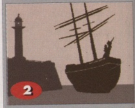
Finally, the gremlin, which had been drawn separately by Mark, was positioned over the top of the background. We think that the end result is pretty impressive for a first attempt – and we're sure that you'll agree!

SHIP

The artist behind 'Ship' simply signs himself Hugh. The image was drawn in low resolution with a 16-colour palette, copied from a photograph of Whitby Harbour.



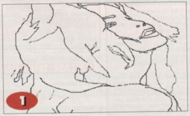
The palette was set up with a graduation from beige to dark brown and the silhouettes were laid down.



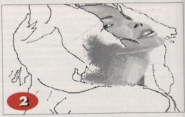
The ship was then dropped into the space and some shading was added to the lighthouse.

CLAUDIA SCHIFFER

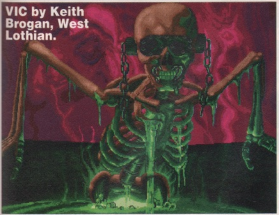
Copied from a photo in a magazine, this picture of Claudia Schiffer was converted to the Amiga by Andy Nicholas, using DPaint IV in medium resolution, with 16 colours.



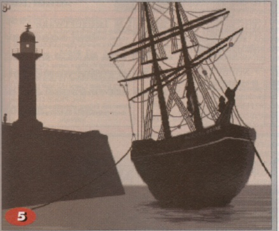
Andy started with a simple black on white outline, which would later define the various colour and shade borders.



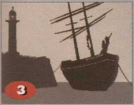
Then it was time to put in some shading on the face. Andy says that if the face is well drawn any other mistakes aren't so obvious.



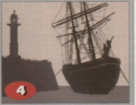
VIC by Keith Brogan, West Lothian.



Here's the finished article. Hugh started to soften the rigging with *DPaint*'s Smooth option, but the definition suffered, so the shading was done by hand. Subtle reflections were added to the water, and the lighthouse was given greater depth with the railings and some extra shading.



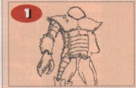
Anchor ropes were added to the ship, which was then given depth with some shading on the bow.



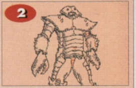
The rigging was next, and the lettering on the side of the ship was shaded.

LOBSTER

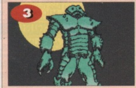
This started out as a pencil drawing and was adapted for the computer screen by Yannis Ballis.



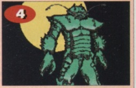
A rough outline sketch was used, with some elementary detail on the left.



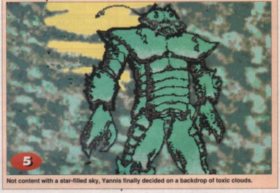
Extra detail was then added to the right side, and the left was tidied up.



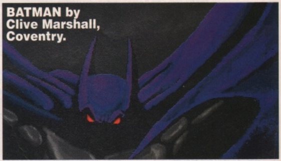
Graduated fills were used to colour the lobster's scales.



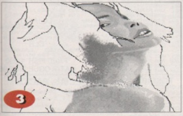
The sky was changed to an inky black, with the lobster given a bold outline.



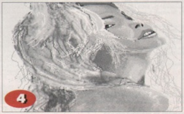
Not content with a star-filled sky, Yannis finally decided on a backdrop of toxic clouds.



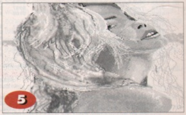
BATMAN by Clive Marshall, Coventry.



Andy added a little more shading, and then the body was nearly complete.



The hair was drawn with the dotted brush to create streaks and then glossed over with the Smooth option.



All that is needed now is a light backdrop and the picture is complete – here's Claudia in all her glory.

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GAMES

1065	**Yelp (Pacman type game) (P)**
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1157	**Total War (Risk) (W/B) (P)**
1166	**Texas Chainsaw Massacre (P)**
1168	**Hellzone (shoot 'em up) (P)**
1178	**Donkey Kong (C64 Recreation) (P)**
1180	**Pipeline V2.0 (P)**
1189	**Nu (difficult shoot 'em up) (P)**
1197	**Moria V5.4* (roleplay) (P)**
1067	**Intact (shoot 'em up) (P)**
1129	**Doody (platform) (P)**
1142	**Attack/Copper (P)**
1165	**Roulette (P)**
1167	**Amos Cricket (P)**
1175	**Mr & Mrs* (platform) (P)**
1179	**Mr Wobbly Legs/Squamble (P)**
1183	**Dungeons of Nadroj (P)**
1193	**Intrepid (Strategy/Shoot 'em up) (P)**
1200	**Tetren (Excellent Tetris game) (P)**

UTILITIES

4087	**C Manual V2.0 (4D) (P)**
4108	**North C V1.3 (2D) (W/B) (P)**
4135	**BootX V4.50 & V5.01 (P)**
4151	**Wild Cat Clip Art (P)**
4162	**Typing Tutors (P)**
4167	**BBase II V5.5 (P)**
4095	**DTP Amiga Fox V1.0 (P)**
4121	**Simon Says/Space Maths (P)**
4136	**Sound Tracker 2.6 (P)**
4161	**Epoch V (P)**
4166	**A-Gene V4.18 (P)**
4168	**Protracker V2.3a (P)**
4135	**Boot X V4.50 & V5.01 (P)**

GRAPHICS & ANIMATION

2150	**The Wendy James Slideshow (P)**
2198	**Sweet Revenge (1.5Mb) (P)**
2230	**Unpleasant Ways to Die (P)**
2268	**Invisible World 2 (P)**
2270	**Kingfisher 2* (anim) (P)**
2275	**Saturn Flyby* (anim) (P)**
2277	**Olympic Cyclist* (P)**
2280	**Flash Harry* (P)**
2183	**Two Stroke Engine Animation (P)**
2193	**6 Of 1 (Prisoner Slideshow) (P)**
2211	**Mars Flight Animation* (P)**
2262	**Mayhem On Wheels 3* (anim) (P)**
2269	**Kingfisher 1* (anim) (P)**
2274	**Back To The Future II* (anim) (P)**
2276	**The Angus Bez* (P)**
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2281	**Speed Limit (1.5Mb) (3D) (P)**
2285	**Turbojet & Turbofan Engine Anim. (P)**

MUSIC & SOUND

5045	**Iron Maiden (P)**
5091	**The Four Seasons (2D) (P)**
5093	**Nightbreed Music 10 (P)**
5096	**Ultimate Dance (P)**
5098	**Phorever People Remix* By ERM (P)**
5050	**Guns & Roses* (Your Crazy) (P)**
5092	**Nightbreed Music 9 (P)**
5094	**Strangers Metal-Snap! (P)**
5097	**2 Unlimited* By ERM (Not 1.3) (P)**
5100	**Kev's Courting Song (2D) (18) (P)**

DEMOS

6067	**Singing Toilets (P)**
6075	**Odyssey (5D) (P)**
6096	**State Of The Art (P)**
6072	**Ray Of Hope 2**
6095	**Jesus On E's (2D) (P)**
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U019 NEW SUPER KILLERS + get it!
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U027 WORLD DATA BANK V2.2+ maps
U028 A64 EMULATOR V2.0 + great
U030 LABEL MAKER V1.5+ colour labels
U034/38 PAGESETTER Clip Art (5) +
U040 AMIBASE PRO II + great databse
U042 TYPING TUTOR + improves typing
U043 PROFESSIONAL D-COPY v3.0
U044 CASSETTE LABELLER + good
U045 POOLS PREDICTOR + feel lucky?
U050 AMIGA DISK COPIERS essential
U051 SUPERSPELL + 9000 words
U064 SUPERDUPER V2.02 + copier
U071 ICONS + hundreds of icons
U073 GELIGNITE FONTS 3 + get it!
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U086 FREE COPY V1.8 + great copier
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U089 TEXT ENGINE 3.4 + simple W/P
U092 POOLS TOOLS 2 + pools help
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U098 JOURNAL HOME ACCOUNTS +
U099 BUSINESS CARD DESIGNER +
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U103 ANIMATION STUDIO + good
U106 FINDEX + simple database
U108 FILEOFAX + the best organizer
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U115 EMULATORS COMPILATION
U117 600 BUSINESS LETTERS +
U120 MAGNETIC PAGES V1.3 +
U122 TALKING COLOURING BOOK +
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U138 FORMS REALLY UNLIMITED +
U139 PC TASK + great PC emulator
U149 AMIBACK + hard disk utility
U157 ZOOM V5.4 + disk archiver
U159 DISK PRINT V3.51 + label printer
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U168 TYPOGRAPHER + font editor
U171 BOOTX V5.03 WB2 V4.5 WB1.3
U172 POWER PLAYER V3.0 +
U173 CROSS MAZE V1.0a + cross word
U176 BBASE II V5.5 + database program
U180 IQ TESTER + test your own IQ
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U228 VCR V1.1 + video database
U229 DISK MATE V2.1 + disk copier
U238 LANDSCAPE GARDENING
U242 DELI TRACKER + music player
U247 ANTIFLICKER eases hi-res flicker
U249 FLASH COPY multitasking copier
U253 MENU MASTER 2.1 +menu maker
U254 CHEQUE BOOK + home finances
U255 BLUE ROSE FONTS + great fonts
U256 VIDEO MANAGER +tape organiser
U260/264 WB2 UTILITIES (5) essential
U272 ZKICK 3.01 A500+ emulator, get it
U282 NIB 2.0 a powerful copier
U283 LITTLE OFFICE integrated pack
U284 EMULATORS 2
U288/289 EDUCATION 1 (2)
U295 OCTAMED 4.0+ music editor demo
U296 BFORMAT 4.0 + formats bad disks
U297 LSLABEL 1.29 + new label printer
U298 ARESTAURE+ restore deleted files
U299 FIM WB2 Fast Intro Maker
U300 P-COMPRESS 2.5 + fast cruncher
U302 PLOTMAP 0.85 WB2 world map
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U340 SOUND TRACKER 2.6 +
U341 ICONS 2 + lots of coloured icons

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A025 STAR TREK
A028 RAIDERS ANIMATION 1M
A046 STEALTHY ANIMATION +
A047 VIETNAM CONFLICT +
A048/49 ANTI LEMMIN (2) 2Mb +
A050 STEALTHY II +
A052 STAMP COLLECTOR +

DEMOS

D020 RAY OF HOPE 2 greatmegademo
D021 ALPHA OMEGA + just brillian
D022 VOYAGE + superb effects
D024/28 ODYSSEY 1M (5) + Excellent
D035/36 HARD WIRED (2)
D038 AMOS BIG DEMO V4.0 +
D039/44 THE WALL pink floyd (6) +

GAMES

G007 3D BREAKOUT +
G027 FRUIT MACHINE +
G039/40 C64 GAMES (2) needs U02
G054 2-PLAYER SOCCER LEAGUE +
G056 FORMULA 1 CHALLENGE V3 +
G082 MONOPOLY +
G083/84 STAR TREK (2) +
G085 QUADRIX +
G098 SUPER PACMAN 92 +
G102 DUEL +
G103 TETTRIX +
G108 ASSASSINS GAMES 22 +
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G111 ASSASSINS GAMES 24 +
G113 TOP OF THE LEAGUE +
G114 Dr. MARIO +
G115 SOCCER CARD +
G116 ASSASSINS GAMES 37 +
G117 ASSASSINS GAMES 38 +
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ANDREW GOULD MULTIMEDIA DENTIST

Open wide! How do you teach a dentist to fill teeth? I mean, you can't just poke a drill in and hope. Jon Sloan takes his teeth in his hands in the search for an answer.

What do you get if you cross a dentist with a multimedia expert? For the answer you'd have to ask Andrew Gould as he's the riddle personified. Apart from mixing in a little dentistry for King's College and running an Amiga course for the London College of Printing, Andrew's a bit of a whiz when it comes to multimedia. He's currently involved in two projects designing multimedia database/reference sources for professional use.

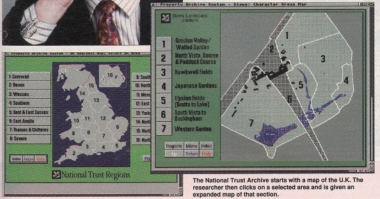
How does he manage to combine all those activities into one life? Andrew is modest in his reply, 'Well, I only get a couple of days a week to work on the multimedia projects. The rest of the time is taken up by locum work at King's and other teaching duties.'

VALUABLE LESSONS

Andrew first got involved with the Amiga when King's College decided to modernise one of its teaching packages, used to teach the treatment of children's teeth. He started to work in his own time to expand the existing package to include more visual material – stills, moving film and voice-overs. It now combines text, diagrams, clinical photographs, a voice over and video into one integrated multimedia tool.

'Probably the biggest advantage in using the Amiga in this way is that the student controls the rate at which he learns. Also, the way that the student digests the material needn't be linear as they can choose to review information from any part of the package and there's a handy tracing facility which maps the route they've taken so that they can go back and reread if necessary.'

Andrew chose the Amiga because of its low cost and availability and its ability to truly multitask. After choosing the hardware, he then had to decide on the software. Not being a trained programmer he needed something that was easy to use yet flexible enough to handle all the different elements. He chose *CanDo*. '*CanDo* was just what I needed. I looked at Scala, of which I'm a great fan, but decided that *CanDo* was more appropriate in these circumstances.'

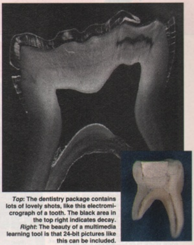


Property Archive System – UK Regional Map; select an area

Property Archive System – Stowe: Character Areas Map

Stowe Landscape Gardens
1 Grecian Valley/ Walled Garden
2 North Vista, Course & Paddock Course
3 Hawkwell Fields
4 Japanese Gardens
5 Elysian fields [Grotto to Lake]
6 South Vista to Buckingham
7 Western Garden
Regions
Menu
Index
Up
Return
Help

The National Trust Archive starts with a map of the U.K. The researcher then clicks on a selected area and is given an expanded map of that section.



Top: The dentistry package contains lots of lovely shots, like this electromicrograph of a tooth. The black area in the top right indicates decay.
Right: The beauty of a multimedia learning tool is that 24-bit pictures like this can be included.

Later the Dept. of Children's Dentistry, where Andrew works, was awarded funding from the Dept. of Health to convert and evaluate the software for use by practising dentists. 'This was a big break for me. Both I and my colleagues were extremely pleased with the response from the dentists.' In order to overcome the usual 'But the Amiga isn't a business machine' objection Andrew's planning a pilot launch on the CDTV this summer. Also the package has been shortlisted for the Apple Computer Prize, part of The Partnership Trust Awards, which is a scheme to encourage new teaching methods.

AMIGA GARDENING

As a result of Andrew's work with the dental project, when the National Trust needed someone to modernise their picture archives they chose him. 'I teach some multimedia Amiga courses at the London College of Printing and the course Director, Tim Stephens, has very close links with the NT. So, I guess I was the natural choice.'

The Trust wanted some way of archiving pictures for use in reference work and in conservation projects. They needed a means of storing and comparing pictures of Trust properties to see how they have changed over the years.

Work commenced over a year ago on the pilot scheme. An Amiga 3000 with an IV24 board was chosen because of the need to display 24-bit full screen images. The screen design and user interface were considered vital because the system will be operated by Trust staff who may have little or no idea how to use a computer. In the end he used a mix of *Superbase* and *CanDo* to design a map of the U.K which could be zoomed in to specific properties.

The first stage was to set up a pilot scheme to collate information on one particular Trust property. Stowe Gardens in Buckinghamshire was chosen. It was an unqualified success, so much so that a full scheme has been implemented with seven times the functionality of the original. Also, plans are being made to convert the original Stowe scheme to be touch screen sensitive so that it can be used by visitors. Commodore in turn are arranging to supply A4000s to various key NT properties for further evaluation of the scheme.

It's thanks to guys like Andrew that the Amiga will continue to thrive as something other than a games machine. With his help the Amiga is becoming established within two major institutions as a serious business tool.

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GAMES

PG003 AIR WARRIOR Good flight Sim + (not A600!)
PG006 ANTEP & SLOT CARS role playing game+ Y
PG008 ASI 1 Tanx, Rollerpede, Avatris Amigoids etc+
PG009 ASI 2 Invaders,Bally 2,Missile command etc!+
PG010 ASI 3 Megaball & Drip Superb !+
PG011 ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
PG012 ASI 5 Raid, Go Looly & Retaliator+
PG013 ASI 6 Pacman Downhillchallenge Welltrix etc!+
PG014 ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
PG015 ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+
PG016 ASI 9 Features Battle pong & Blizzard! +
PG017 ASI 10 Escape, Pipeline, Pickout & Sys!+
PG018 ASI 11 Dad, Connex,Reversi Towers & Trippin+
PG019 ASI 12 Llamatron, Car, Powerpong. Fab!!+
PG020 ASI 13 Twintris, Squamble,Block it,Ball etc!+
PG021 ATIC ATAC Really playable game! + Y
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG029 CROSSWORD COMPILER As it says !+ Y
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +Y
PG094 TRAIN CONSTRUCTION KIT make own tracks+Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG108 ASI 14 ChinaChallenge2 & Amiga Columns!+
PG110 SUPER SKODA CHALLENGE Nice car racegame!+Y
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG124 TOTAL WAR Great new Risk type game,ok plus!+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG132 ASI 15 Battlecars Lettrix & Mambamove!
PG133 ASI 16 Wastelands, Mission X, Pacman +
PG134 ASI 17 Tomcat, Defenda, Jetman Bugblaster+
PG135 ASI 18 Henry in Panic Skyflyer Omega race!+
PG136 ASI 19 Growth,FranticFreddy,Biplane & more!+
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this !Y
PG141/3 SWORD OF WARLOCK RPG adventure 2drives
PG146 ASI 20 Microbes Hollywood trivia Coin drop +
PG153 WAR very good strategy/arcade game+Y
PG155 ASI GAMES 21 Zeus Tettrix Battlements Dragntiles+
PG156 ASI GAMES 22 Lemmingoids,Wizzys quest Duel etc+
PG157 ASI GAMES 23 Quick money,BIP,Interferon Arcadia+
PG164 GAME TAMER 2.3 joystick tester & 268 cheats+Y
PG166 RAID III Wicked new shootemup !!!! +Y
PG167 SERENE III From the author of Raid !!!+Y
PG169 ASI GAMES 24 Revenge Dux Croak 3d maze etc!+
PG170 ASI GAMES 25 Mr Brick,Copper,hemeroids,E Type+
PG171 ASI GAMES 26 Superpacman 92 Smash tv Ashido
PG172 ASI GAMES 27 Addictive card games. Really good!+
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG181 STRIKEBALL Baseball type game done in Amos +Y
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG186 ASI 28 Doody, DrMario, Invaders2, Madbomber2+
PG187 ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+
PG188 ASI 30 Bounce & Blast, Total Fire Tank attack!+
PG189 SPACE RESCUE Super scramble like shoot em up!+
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG204 THRALLBOUND Text adventure with graphics!+Y
PG205 SOCCER CARDS Football managing game!+Y
PG206 ASI 31 Arazmaz,Crazy pipe, revolution etc!+
PG207 ASI 32 Blob, Sector one & Firefighter! +
PG208 ASI 33 Hyperball & War! +
PG209 ASI 34 Trailblazer, Yelp, Qbic Rushour! +
PG210 ASI 35 Poing, Snakepit, Cybernetix etc!+
PG211 ASI 36 Mother lode, Wonderland, Kong etc!+
PG212 ASI 37 Klaktris, Ghostship, Paccer etc!+
PG213 ASI 38 One on One,Baldy,Skyflyer2,Transplant!
PG214 LEGEND OF LOTHIAN Superb Ultima type game!!+Y
PG215 ASI 39 Lots of card games on this disk! +
PG216 ASI 40 Disk full of sliding puzzle games!+
PG217 ASI 41 Pacman deluxe, Hellzone Leap II etc+
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG220 MICROMARKET V1.1 Good stock& shares game! +Y
PG221 OXYD Roll marble to different stations! + Y
PG222 3SHOOT UPS Megarace,Spaceattack 1 & 2! +Y
PG223 PUMPING DUDE Pump fuel on a space station+Y
PG226 3D GAMES 3 games done in 3d construction+Y
PG227 IMP WALKER 3d walker shoot em up & more +Y
PG228 ASI 42 Galaga, Intuder alert Dogs in space!+
PG229 ASI 43 Interlock Roulette Octothello etc!+
PG230 ASI 44 Nibbler,Mouse Impossible,Roll on etc+
PG231 ASI 45 Dtris,Paccheese,B-Castle Teserae etc+

EDUCATION

All ok on A1200!
PE001/5 EDUCATION SET science programs for ages 11+ +
PE006 KIDSPAINT Fab little talking colouring book+
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +
PE009 STORYLAND 2 Save toyland from the witch! +
PE010 TOTAL CONCEPTS ASTROMOMY Book on a disk.+
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR Translator +
PE015 TREASURE SEARCH find the lost treasure ! +
PE016 COLOUR THE ALPHABET learn letters & colours! +
PE018 TYPING TUTOR, Superspell Budget & Mscalender! +
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +
PE020 MATHS DRILL Good maths disk for the young! +
PE021/4 SCIENCE Very good four disk set!+ (4)
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE029 LEXCESS Simple but fun hangman style game+
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y

BUSINESS

All ok on A1200 except PB006!!
PB001 AMICASH bank management program+
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)
PB004 ASI LABEL PRINTERS 3 of the best+
PB005 BANKIN control your cheque book! +
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+
PB008 DESKTOP PUBLISHER Simple to use +
PB009 FLEXYBASE DATABASE Address keeper+
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+
PB014 RIM DATABASE Fully relational !!+
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +
PB017 VISICALC SPREADSHEET Simple to use+
PB019 BUSINESS LETTERS contracts, letters + more+
PB020 TEXT ENGINE 4.0 THE LATEST Version !!! +
PB021 AMIBASE PRO. Powerful easy to use Dbase +
PB022 BBASE II v5.5 A fast & easy to use database+
PB023 FORMS REALLY UNLIMITED form creation prog+
PB024 LAST WILL & TESTAMENTS Just in case !+
PB025 EDWORD Brand new wordpro - V.good +
PB026 AGRAPH Superb Program graphing data +
PB027 BOILERPLATE Business letters & Wordpro +
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+
PB029 ADDRESS PRINT Good label printing program! +
PB030 THE MONEY PROGRAM Home accounting! +

UTILITIES

(Note: "Y" = ok on A1200!)
PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The foreunner to Skulpt 3D !!! + Y
PU047 DOPE INTROMAKER Make your own intros
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU056 EXILE FONTS Excellent CnP fonts+
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB Convert VGA PC >IFF/HAM+ Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU091 PENDLE 200 MEGAUTILS An essential collection+ Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU096 PRINTER DRIVER UTILITIES Various utils etc. Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+ Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+Y
PU171 OPTICOMMS 2 Ncomm 2 & more +Y
PU172 WORDPOWER Solve Anagrams/Crosswords+ Y
PU174 ASTRO 22 professional astrology now V2.42! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU201 MALICE FONTS Excellent tiny fonts for Dpaint+
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU205 PC TASK Wicked PC Emulator Get it !!! +Y
PU207 MULTISID Combine SID2 & Multidos(PC>AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 680 +Y
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU242 TEXTPLUS PROFESSIONAL 4 needs hard drive!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!+Y
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y
PU271 CLUMPY ICONS A disk crammed with icons+ Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC<>AMIGASimilar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU278 GELIGNITE FONTS IV Yes more Iff fonts!
PU279 V MORPH Yes finally a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU281 PEGASUS WORKBENCH HACKS silly hacks+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y

ANIMATIONS

PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA046 FRANKLYN THE FLY Day in the life of a fly! +
PA053/4 LIGHT CYCLES (2) Tron animation+
PA056 MAGICIAN II Good RT animation+Y
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA085 JET ANIMATION Fractal Flight but better! +Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA097 SMALL STATION AT KHERNE New 1mg version+Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA108 DESERT DOO Guy finds ice cream van in desert+Y
PA109 SATURN ORBIT Ray traced flight around Saturn+Y
PA110/13 THE SORCEROR Sorceror turns into dragon(4) +
PA114/17 SORCEROR 2 More dragons but 2mg (4) +
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA121/30 10 disk set Steve Packer anims!(1200 ONLY)

AGATRON

All ok on A1200!
AGA01 RED LOTUS Spinning down the road. Fantastic !+
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible+
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a superb car chase 1mg +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA35 SPACE PROBE, great anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)]
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/24 LANDING (4) Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+Y
PP050 UNSPORTING Wicked aerotoon by Schwartz+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg!Y
PP055/6 APC MISSION Superb walker & tank battle 3mg!
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE Very amusing anim! 2mg Y
PP072/3 TALES OF A TIME TRAVELLER Super movie 3mg!
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP085/7 THE AD Strange swartzlike animation! 3mg (3)
PP088/9 SPORTING DOO DOO Nice new animation! 2mg(2)

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+ Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD068 PHENOMENA ENIGMA Absolutely brilliant!+ Y
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD142 FINAL CONFESSION Music & Plasma effects!+ Y
PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD164 DESIRE MENACE Good Psycho rave demo + Y
PD165 DARK DEMON Mega new demo ..... get it+ Y
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2)*Incredible Get it !+ Y
PD175 REFLECT SOUND VISION Super effects & music!
PD176 CHAMELEON DEMO Very nice vector demo!+ Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD181 CINEMORPH Fab morphing of 4 faces! 1mbchip!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD183 DIGITAL LETHAL EXIT Good vectors demo! +Y
PD184 ANDROMEDA MINDRIOT Very good vector demo! Y

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM035 DIGITAL DEBUSSY Fab Rob Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM062a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORN CONCERTO 4 by H.Ga
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the so
PM115a/b CHROME Brilliant music disks ! Y
PM121 NIGHTBREED MUSIC DEMO8 Rave music
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise
PM137 KEFRENS MEGAMIX II Very good !! dance m
PM141 HARDLINE MUSIC 7 groovy synth-style tra
PM150 DESKTOP HARPSICHORD RECITAL Class
PM152 PARADISE: NO BRAIN NO PAIN Good for
PM153 BIZE: KILL DA BABE 6 tracks of rave music
PM154 PULSE Yes, pulsating rave music again!! + Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM157/8 HEATBEAT UPDATE 9 great songs here!+
PM159 DECIBEL OVERLOAD 5 different tunes!+ Y
PM160 FUSION MATRIX 5 rave type tracks!+ Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Sta
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics
PM165/6 NUTCRACKER SUITE Super rendition!+ Y
PM167/8 JESUS ON ES Crazy rave music demo! +

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS009 ASTRONOMY SLIDE very impressive !+Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096 co
PS062 NW DYNAMIC HAM Nik Williams Superb qu
PS067 RICK PARK'S ART Dpaint hires pics! + Y
PS072 SUPER HAM CARS This is a must-Mega!+ Y
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS090 FRACTALGEN Incredible fractals etc + Y
PS093 VANISH 3D Awesome 3d ray traced +Y
PS094 INVISIBLE WORLD II Yuk Bedbugs And mo
PS101 ANALOGUE SLIDE Ray traced space pics +
PS102 ACCESS DESIGN Ray traced space pics +
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictu
PS107 ALCATRAZ MUSEUM 18 super quality dra
PS111 IMAGINE SLIDE Some great hand drawn a

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+ Y
PT005 CASIO CZ EDITOR 250 patches ! +
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT014 MED MUSIC DISK As it says !+ Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+
PT022 SOUNDTRACKER COMPILATION Several
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synth
PT030 YAMAHA DX7 VOICE SORTER for the abo
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT037 PROTRACKER 3.1 THE LATEST VERSIO
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & F
PT040 OCTAMED V1 8 channel MED sequencer
PT041 NOISEPLAYER 4.0 Multitasking module p
PT042 START IFF SAMPLES Superb ! Get this d
PT043/5 HOUSE SAMPLES 3 disks full of house
PT046 AUDIO MAGIC3 Super trackers disk, ok o
PT047 AUDIO MAGIC4 More Superb music progr

AMOS PD

APD036 AMOS UPATER LATEST VERSION N
APD115 BALLOONACY Bomb the buildings !+ Y
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOU
APD271 WIZARDS DOMAIN graphical adventure
APD329 FRUIT MACHINE Good for the gamblers
APD347 NOTEBOOK & SHOPPING LIST Easy
APD363 FAMILY HISTORY DATABASE Latest
APD373 COMPILER 1.36 UPDATE, LATEST co
APD382 AMOS HANGMAN Good version of the
APD385 CHASER,RATTLESNAKE & MAZEMAN
APD428 NAUTILUS Collect pots in a submarine
APD445 WEEDIE Kill all the weeds game! +Y
APD451 NODDY,S PLAYTIME Educational dem
APD458 TOP OF THE LEAGUE Football manag
APD466 AMOS PRO UPDATER V1.1 Just in!!!

NEW!

PU283 CYCLING MILEAGE RECORDER Useful
PU284 DART MACHINE Dart score recorder! +
PU285 WORKBENCH 3 BACKGROUNDS, 120
PG232 ASI 46 Amiga Q, City,Checkers, Ouch et
PG233 ASI 47 Elevation, Furmyre,Crave,Arena
PG234 ASI 48 Point to point,Psycho santa etc!
PG235 ASI 49 Deathbringer in space Sue 1+2
PG236 ASI 50 Euphorion,Roach Motel,Balders
PG237 ASI 51 Lamers, Fighting Warrior Shapes
PG238 ASI 52 Rockslide, Mouthman, Nu! +
PG239 ASI 53 Venus Invaders,Mastermind etc
PG240 ASI 54 Serene,Serene II & Car Wars! +
PG241 KASTLE KUMQUAT Collect fruit in cas
PG242 MR & MRS Great platform adventure ga
PG243 NIRVANA Cute speccy type platform ga
PG244 NUMERIX Very nice puzzle type game!
PG246 CLI-TRIS & PACATAC 2 good puzzle g
PG247 PICTURE TILES Nice picture puzzle g
PG248 WILLY IN CASTLE OF DREAMS Fab
PG249 LEEDINGS 5 level demo shareware g
PG250 FRUIT SALAD Very nice platform game
PG251 ASI 55 Cli-tris, Pacatac & Asteroids! +
PG252 ASI 56 Stormeagle, Extreme Violence &
PD185/6 ANDROMEDA MIRROR Fab Music &
PM169 BRAINSTORM MUSICLAND Nice mu
PM170/2 LUNATICS INFINITE DREAMS Grea
PM173 CDTV MUSIC Super graphics & sound
PA121 BOAT ANIM Colourful anim,fast on 120
PA122/3 THUNDERBIRDS ANIM Nice anima
PA124 ANIM COMP 10 mini animations compi
PS112/3 SEALIFE PICS Superb undersea pict
PS114 GRAFIX VOL1 Nice hand drawn pictur

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CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaur ? If so, then this is for you - an interactive encyclopedia covering jurassic, triassic & createaceous periods complete with pictures and information. This program is plus compatible and comes on 2 Disks. £4.50 +

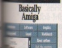
CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use !
Geology is on 2 Disks £4.50 +

CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +

CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even *play* the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +

CLE08 NIGHT SKY A superb introduction to the constellations, this program featurues over 1500 stars, and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled, click on any displayed object for information. This superb title Comes on 1 disk & is priced at 3.50!+

CLE09 WORDS & LADDERS An exellent spelling program for 1 or 2 players, each player has a few seconds to spell a word correctly, the player who reaches the top of the ladder is the winner. The program has 10,000 words so some words can be quite long, however you can select the level! Will also provide printed output to a connected printer, 3.50!+



CLE10 BASICALLY AMIGA This is a 3 disk set for the new user! An extensive guide through the use of Amigados. Covering Hardware, Software, Graphics, Sound, the Workbench, Viruses and much much more,you will soon wonder how you did without this useful utiliy pack! For young and old users alike.
3 disk set priced at 4.99! +

Let's Learn
Sums
Tunes
Codes
Opposites
Squares
QUIT
CLE11 LET'S LEARN V1.1 For children of about 5 to 7 years of age, each part progresses through five levels of difficulty, when a level is satisfactorily completed then a picture of a farmyard is displayed & a new animal introduced! Try Sums, Tunes, Codes, (numbers) , Opposites & Squares! The program also has a print option! 1 disk 3.50. +

?
INDSURFER
ABCDEFGHIJKLM
NOPQRSTUVWXYZ
CLE12 ALPHABET TEACH A nice educational program for the young., a very simple to understand spelling program which shows the child a picture & asks for the completion of the appropriate word. The program also has built in speech and will run a series of pictures at the same time speaking the name of the object displayed. Comes on1 disk and is priced 3.50+

CLE13 HOME BREW This is a superb program for the creation of home made wines. It covers all the details of fermentation, bottling & storing of the wine. A selection of recipes for many different wines can be found on the disk & there is an option for printing the recipies out to a connected printer! This program comes on 1 disk and is priced at 3.50. +

CLE14 TOTAL CONCEPTS ECOLOGY Total Concepts Ecology will give you and your children an enthralling overview of the most important "ology" in our lives. This alternative way of learning about Ecology enables you to flip through pages of text, click onto words to get more information and contains superb graphics. Supplied on 3 disks priced 4.99 +

CLE15 FAST FRET By Keith Klatworthy, this program is a guitar scales tutor, the very thing for the budding lead guitarist! Will play the scales through the Amigas sound chip with ajustment of speed for every level of skill required! There are many exercises in many scales so you too can become the next rock legend! Supplied on one disk priced 3.50. +

CLE16 KINGS & QUEENS A History lesson on all of the Kings & Queens of England since recorded history! Allows you to read & examine the royal family tree & is complete with many pictures!
Find out how they lived and died and what contributions they made to society & their country.
Supplied on 2 disks priced 4.50! +

CLE17 THINGAMAJIG This program is an electronic jigsw with easy or hard levels! There are 24 pictures on the disk and you have to place the pieces in the correct place on the screen! There is also a help facility on the disk, a very good educational program from Len Tucker!
Comes on 1 disk and is priced 3.50 . +

CLE18 WORK & PLAY There are three educational games on this disk, CLICK CLOCK is a clock program to help children learn the time, FUNTIME TABLES is a program for learning the multiplication tables, and finally LETS GO SHOPPING teaches children simple multiplication & division! Very colourful and attractive educational disk! Comes on 1 disk priced 3.50. +

CLE19 PLAY IT SAFE This program teaches safety in the home or outdoors! Help Teddy make your home safe as it has been invaded by mischievous beasties. There are 5 dangers in each location & 9 locations! When you make something safe you are rewarded with part of the picture of the beastie! Very good for kids of 3 - 10 years! Comes on 1 disk priced 3.50. +

CLE20 BIG TOP FUN Four good programs on this disk, there is a speech option which may be turned on or off! WORD BALANCE is a childs reading aid, In MATCHPLAY you must match pairs of cards, BALLOON BURST is a word recognition program & SEAL A GRAMS is a spelling program! This program comes on 1 disk & is priced 3.50. +

CLE21 JIGMANIA by Len Tucker. There are two programs on this disk, Jigmania is a jigsaw solving program and will keep you & the kids amused for ages! There is also a jigsaw construction set to allow you to create your own too! There are several jigsaws provided on the disk and there are childrens and adult options! Comes on 1 disk priced 3.50. +

CLG18 SKAN 29 This is a fun platform game in which you must guide Sid through 220 screens and defeat the big droids at the end of each level, the game will run faster if you are lucky enough to have an Amiga 1200! This game should keep you occupied for a long time! Comes on 1 disk priced 3.50. +

CLG 20 JUNGLE BUNGLE by Len Tucker. This game is essentiallyt an icon driven adventure written mainly for the younger person in mind but anyone can play! You must catch the raindrops but beware of the banana stealing monkeys! Very addictive with colourful graphics. Comes on 1 disk 3.50. +

TOUCH TYPING TUTOR
CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +

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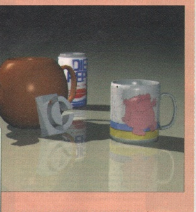
PD SCENE

Demos, animations, games, music...it's all here in the Public Domain, and it's all virtually free! Tony Horgan takes a peek at the thin end of the wedge.

CYNOSTIC AGA SLIDE SHOW

slideshow

This is for all you A1200/A4000 owners who want to see what's possible with the new AGA 256 colour graphics. Cynostic have put the disk together using a selection of fractal landscapes (realistic ones at that!) and ray-traced images. If your dabblings with 256 colours have gone no further than graduated fills in *DPaint*, you'd better get a copy of this, the best AGA showcase around at the moment.



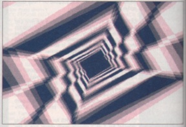
Available from: Cynostic PD, 85 Wyken Croft Road, Coventry, CV2 3AD. Tel: 0203 613817. Disk no. P0008. Price: £2.00 (including P+P). Compatibility: Only works with A1200 and A4000.

85%

LETHAL EXIT

demo

You can't beat a good tunnel effect – one that pulls you into the screen and takes you on a trip through time and space. Tip: blag the biggest TV you can find, turn off the lights, crank up the stereo with some mad techno, and boot up a happening demo – preferably one with a good tunnel effect on it.



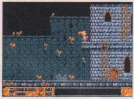
So, you guessed it, Lethal Exit features a tunnel effect, and a pretty good one it is too. The trouble is, it's only on screen for about 30 seconds. It's followed by a spinning floor logo and a light-sourced polygon, which gives way to a stream of vector-bobs th at spiral out of the screen. It's rounded off by a full-screen Glenz and a bit of fantasy artwork. The soundtrack starts off well, but it fades into the realms of supermarket music towards the end. Not a stormer, but it has its moments.

Available from: Cynostic PD, 85 Wyken Croft Road, Coventry, CV2 3AD. Tel: 0203 613817. Disk No. D0041. Price: £2.00 (including P+P).

77%

CRAZY SUE 2

game



It's pretty rare that you get a really impressive PD game. Even the best ones are usually re-hashes of ancient coin-ops. *Crazy Sue* was a bit different from the rest, because it actually looked and felt like a commercial platform game – for the first 10 seconds at least.

Unfortunately, the sequel is a bit disappointing. It's been programmed very neatly for a PD offering, and the graphics are pleasant enough, but the gameplay seems to have been forgotten. Don't expect any weird and wonderful enemies to shoot or squash – all you've got to do is work your way through some tedious levels of platforms, making pixel-perfect jumps across gaps and spikes. This ranks alongside early Vic 20 releases.

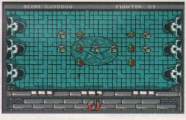
Available from: Wack PD, New Exchange Buildings, Queen's Square, Middlesbrough, Cleveland, TS2 1AA. Tel: 0642 246584. Disk no. G071. Price: £1.90 (including P+P).

40%

LAST REFUGE

game

What do you reckon this is then? An RPG? An adventure game? A *Gauntlet* clone? Try *Space Invaders*. Swap the aliens for soldiers, replace the space backdrop with a castle, ditch your ship for a man with a gun, and you've got *Last Refuge*. It would be OK if the controls weren't so unresponsive, and there was a bit more going on, but as it is there's little to keep you interested. Try it only if it's the last game on earth and you've got nothing better to do.



Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London, NW11 6JE. Tel: 081 455 1626.Disk no. SCA162. Price: £1.40 (including P+P).

32%

NIGHTBREED 12

music compilation

This is a strange collection of tunes, all from the same musician. Some are pretty morbid, with unintelligible voices and scratchy drones. Others are lighter, but the sound quality is poor throughout. 'Experimental' is a polite way of describing them – complete rubbish would be another.

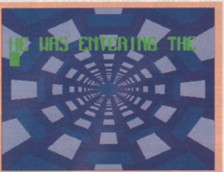
NightBreed
MUSIC DEMO 12
MUSIC DEMO 12
NightBreed

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London, NW11 6JE. Tel: 081 455 1626. Disk no. SM229. Price: £1.40 (including P+P).

65%

PLANE

demo



Here's one of those mellow demos that doesn't try to blow your mind. Instead, it's happy just making you think 'Hmmm, that's quite nice'. It's been coded by Funky Buddhas, and appropriately enough, the soundtrack is laid back jazz/funk, with some excellent rhythm guitar and slapped bass samples, veering towards early Level 42 at times.

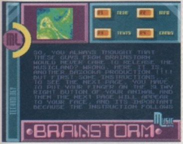
Some of the visual effects are impressive, although the tunnel is spoilt by the text that appears over the top. It's certainly well worth a go if you like this kind of music.

Available from: Cynostic PD, 85 Wyken Croft Road, Coventry, CV2 3AD. Tel: 0203 613817. Disk no. D0050. Price: £2.00 (including P+P).

77%

MUSICLAND

music demo



SO, YOU ALWAYS THOUGHT THAT THESE GUYS FROM BRAINSTORM WOULD NEVER CARE TO RELEASE THE MUSICLAND? WRONG. HERE IT IS, ANOTHER BAZOOKA PRODUCTION !!!! BUT FIRST SOME INSTRUCTIONS... TO SEE THE NEXT PAGE, YOU HAVE TO PUT YOUR FINGER ON THE SLIMY RIGHT BUTTON OF YOUR ANIMAL AND THEN THE NEXT PAGE WILL APPEAR TO YOUR FACE, AND ITS IMPORTANT BECAUSE THE INSTRUCTION FOLLOWS

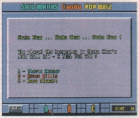
There's a lot of this sort of music on the PD circuit. You wouldn't expect to hear it anywhere else, and to be honest, I wouldn't really want to. What sounds fine as a backing to a demo or a disk mag, can often sound rather twee on its own. This is a neatly compiled demo from Brainstorm that majors on the music, offering a choice of five tunes. Technically they're all excellent, with some pristine piano and guitar samples. Musically, they're best described as typical demo tunes. One for the traditionalist.

Available from: Cynostic PD, 85 Wyken Croft Road, Coventry, CV2 3AD. Tel: 0203 613817. Disk no. S0039. Price: £2.00 (including P+P).

69%

POP QUIZ

game



It's OK, this is a Mike Read-free zone. This hasn't really got anything to do with the TV game show, or the old tie-in game from Elite. It's along the lines of a pub quiz machine, but the main difference is that you get the same questions in the same order every time you play.

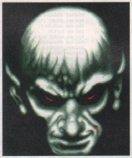
You start with no points, and get 10 for every correct answer. Each time you get a question wrong, you lose 10. The game's over once you lose all your points. It's fun for two or three games, but after that you've got to go through all those questions again, just to get to where you were before. The questions are a bit easier than on most coin-op quizzes, so it's more a matter of skill than the lottery that it usually turns out to be. Even so, the linear format lets it down, so you probably won't want to play it more than a few times.

Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2426. Price: £1.75 (including P+P).

70%

DEMON DOWNLOAD

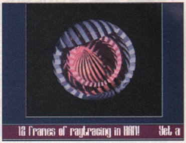
demo



Normally a two-disker would class as a megademo, but this one from the Silents doesn't quite warrant that tag, despite some impressive stuff. It starts with an exquisitely detailed hi-res logo. Staying in hi-res, it puts up a picture of a computer running Global Trash, one of the Silents' better demos of last year. Next up is a spooky mugshot of a nasty goblin type-thing, which snaps into a close-up, before a brief session of morphing dots and sinus waves starts to mellow things out. Just when it was getting good, it ends with a gory little animation. This is a bit short, but still quite entertaining.

Available from: Wack PD, New Exchange Buildings, Queen's Square, Middlesbrough, Cleveland, TS1 1AA. Tel: 0642 24 6584. Disk no. D014 1+2. Price: £2.50 (including P+P).

70%



MINDRIOT

demo

This one's from Andromeda, and kicks off with a trendy kind of cinematic countdown intro. As is often the case, it's the intro that's the best part – it's not particularly stunning in itself, but it suggests that there's something special just around the corner. After this, most of the effects are displayed in a quarter-screen window, with a scrolltext beneath. Some are nice enough, like the vector cuboid with a mirrored surface, but others are just plain boring, like the 'six realtime calculated circles' that the coders seem so proud of.

Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, W. Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2438. Price: £1.75 (including P&P).

68%

SNOW JOKE

animation

Here's the best animation to come out for a couple of months. The plot is a familiar one, with Charley the Cat trying to get his girl, hampered in his quest by a foul-playing rival. Needless to say, after plenty of snow-related slapstick (skiing into trees, falling through thin ice, etc.), Charley hits it off with his love.

Don't bother if you've only got one drive, unless you enjoy continually swapping disks for 10 minutes. On the other hand, if you've got an extra drive, and fancy a bit of a giggle, Snow Joke should bring a smile to your face. Animation fans should get their copy as soon as they can.

Available from: Cynostic PD, 85 Wyken Croft Road, Coventry, CV2 3AD. Tel: 0203 613817. Disk no. A0025 a+b. Price: £3.00 (including P+P). Compatibility: Requires at least 2Mb to run.

88%

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PDA 155 SUPER HAM SLIDESHOW #5 - AGA
PDA 156 SUPER HAM SLIDESHOW #6 - AGA
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PDU 510 ICON EDIT v 1.0 (P)
PDU 511 ASSASSINS PRINTER UTILS (P) - LABEL PRINT, LABEL BASE, HYPERCAT, SUPER RET LAB
PDU 512 ADDRESS PRINT v3.0 - ADDRESS LABEL UTILITY (P)
PDU 513 ASSASSINS AUDIO MAGIC vol 3.0 - LOADS OF PLAYERS, TRACKERS & MUSIC RIPPERS WITH FULL DOCS (P)
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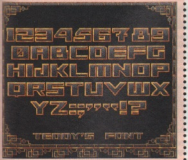
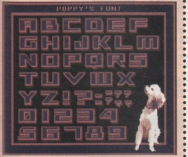
PD UTILITIES

Mat Broomfield opens up another box of tricks as he takes a peek at the latest and greatest PD utilities to come his way this month.





BLUE ROSE FONTS

VIDEO FONTS

With all the enthusiasm and excitement that scalable fonts have caused in design circles recently, it's easy to forget how useful and attractive unscalable screen fonts can be, especially for video work.

Blue Rose Fonts is as good a reminder as you're likely to get – it brings together 51 such fonts, and it's a long time since I've seen so many original examples in one go.

Each font is drawn in full colour and occupies a single low-resolution screen, the idea being that you can cut and paste the letters individually as you need them. One use that you might like to consider, and that is certainly a good way of showing off these marvellous fonts, is video genlock work where high-quality fonts such as these are invaluable and worth quite a bit more money than the measly £1.50 per disk that the author is charging for them!

If you have even the faintest interest in art, graphics or video work you simply must buy this disk. Even if you don't make any use of the fonts, some of the art is inspiring!

Available From: Blue Rose PD, 33 Glenmore Walk, Hilden, Lisburn, N.Ireland, BT27 4RY. Disk ID: BRFonts. Price: £1.50 (Including P&P) Cheques payable to Eddie Barry. Compatibility: All Amigas. Memory: 512K.

90%

FINAL FRONTIER ISSUE 4

DISK MAG

The STAR TREK 25th ANNIVERSARY
AUDIO COLLECTION
(George Takei autograph not supplied as standard!!)

'Space – the final frontier.' So began the world's most popular and enduring science fiction series. Since then, *Star Trek* has appeared in dozens of languages and has gained millions of loyal fans throughout the world. It has generated thousands of pounds in memorabilia, and new generations are growing to admire Kirk and Spock, thanks to the Beeb's fondness for repeats. Books, videos and plastic models of the characters have all become popular gifts for the Trekkies among us.

One group of dedicated fans have put together *Final Frontier*, the Amiga's only *Star Trek* disk mag. Issue four has just been released and with a supporting cast of Amiga personalities such as Tobias Richter and Bjorn Lynne, it's looking better than ever.

It comes on four disks, each of which boots independently. Each disk contains a mixture of articles, discussions, fiction stories, news, digitised photographs and music.

It's written by some of the UK's most knowledgeable *Star Trek* fans, and even has contributions from the show's production crew. Needless to say, the magazine is a veritable treasure trove of interesting Trek trivia.

A lot of its content is absolutely unique, such as the unused *Next Generation* script for an episode in which Beverly Crusher's husband comes back from the grave!

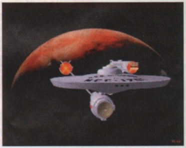
The mag also contains a few Tobias Richter originals – superb ray traced screens depicting various fictitious scenes from the show.

Lively reader debates, an adverts section and special readers' offers complete this superb disk-based fanzine. Anyone with more than a passing interest in the goings-on on board the Starship Enterprise should get themselves a copy of this.

[Yes Mat, but what has this to do with PD utilities - Dan]

Available from: Infinite Frontiers, 14 Rouseden Grove, Great Barr, Birmingham, B43 5HN. Tel: 021 358 1213. Disk ID: Issue 4. Price: £5.00 for all four disks (including P&P). Cheques payable to Simon Plumbe. Compatibility: All Amigas. Memory: 1 Mb.

91%



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UNBELIEVABLE TITLES AT AN UNBELIEVABLE PRICE!

AMIGA'S

'CARTOON CLASSICS PACK'

It's Back and it's bad - the pack they tried to kill returns for its final mission - don't miss this golden opportunity to acquire one of the best ever home computers, features include: 1 Mb of RAM Workbench 2.04 • TV modulator • Lemmings • Captain Planet • The Simpsons • Deluxe Paint III

PHOENIX PRICE............. £224.99

A500 + Base Pack.... NEW! £194.99

'THE WILD, THE WEIRD & THE WICKED'

1 Mb A 600 as standard and includes the excellent value Software titles: Deluxe Paint III • Formula One Grand Prix • Putty • Pushover

Phoenix Price ...... REDUCED! £299.99!

A 600 2Mb *(incl. above software)*........... **£339.99**

A600 Base Pack..... NEW! £234.99

A 600 2Mb *(incl. above software)*............ **£274.99**

'EPIC • LANGUAGE PACK'

1 Mb A 600 as standard and includes **20MB HARD DRIVE** the excellent value Software titles: Deluxe Paint III • Trivial Pursuit • Epic • Myth • Rome

Phoenix Price .... REDUCED! £359.99!

A 600 2Mb + 20 Mb Hard Drive £399.99

(both include the above detailed software)

EXTRA MEMORY-Only £39.99 per Mb.

MEMORY EXPANSION

A 500 +

A PHOENIX RAM module can expand your chip RAM up to 2 Mb by using the trapdoor expansion port. All our boards carry a full 2 year no quibble replacement guarantee. **It's never been cheaper to upgrade!**

PHOENIX PRICE................ £34.99

1 Mb Fully populated RAM board..............	£34.99
1 Mb unpopulated RAM board..............	£16.99

A 500

½ Mb inc. clock..................................	£29.99

A 600

Phoenix PA 601-populated-1Mb.....	£39.99
Phoenix PA 601-unpopulated-0Mb......	£24.99
PA 6020 2 Mb PCMCIA card.. NEW LOW PRICE	£114.99
PA 6040 4 Mb PCMCIA card.. NEW LOW PRICE	£169.99

HARD DRIVES

GVP IMPACT SERIES II Hard Drives, th fastest Hard Drive/Controller for the Amig Features Game Switch, external SCSI por FAAASTROM SCSI Driver, GVP's custom VL chip and internal RAM expansion up to 8 meg Units use high specification fast-acce QUANTUM Hard Drives coming with **2 yr. guarantee.**

LOWEST PRICES IN THE U.K.

500/500+

A500-HD8+ 42 Mb	£289.9
A500-HD8+ 80 Mb	£369.9
A500-HD8+ 120 Mb	£459.9
A500-HD8+ 213 Mb	£564.9
A500-HD8 controller only	£179.9

1500/2000

Series II Hard Disk Controller/RAM card.......	£122.
Series II 42 Mb Hard Disk and RAM card......	£284.
Series II 80 Mb Hard Disk and RAM card.....	£329.
Series II 120 Mb Hard Disk and RAM card....	£406.
Series II 213 Mb Hard Disk and RAM card....	£544.

RAM PER Mb £29.99

BOOST YOUR AMIGA'S PERFORMANCE WITH EXTRA MEMORY

ACCELERATOR-HARD DRIVES

500/500+

GVP Combination Accelerators & Ha Drives-The ultimate expansion produ for the Amiga 500!

A530 Combi 40MHz + 42Mb Hard Drive........	£657.
A530 Combi 40MHz + 80Mb Hard Drive.......	£749.
A530 Combi 40MHz + 120Mb Hard Drive.......	£844.
A530 Combi 40MHz + 213Mb Hard Drive......	£929.
A530 68882 Co-Processor............................	£219.

1500/2000

GVP G-Force 030-25MHz + 1Mb..............	£474.
GVP G-Force 030-40MHz + 4Mb..............	£757.
GVP G-Force 030-50MHz + 4Mb..............	£1136.
GVP G-Force 040-33MHz + 4Mb..............	£1419.

GVP Accelerator RAM

1Mb Simm-32 Bit 60 Nanoseconds........	£65.
4Mb Simm-32 Bit 60 Nanoseconds.........	£179.

MONITORS

All monitors are supplied wi a FREE cable for connection t your Amiga.

PHILIPS 8833Mk II.............. £224.

Colour Stereo Monitor now including 'L **Turbo Challenge'**, and 1 years on-site wa

COMMODORE 1084 STI.............. £199.

Brand new high quality Monitor with built 'n' Swivel monitor stand

COMMODORE 1960 .... £394.

MONITOR ACCESSORIES-

14" Dust covers........................	£4.
14" Tilt & Swivel stand............	£13.
Anti-Glare filter screen..........	£19.
A4 Copy Holder........................	£12.

PRINTERS

PHOENIX PRINTER PACK

Supplied with **ALL** printers containing 1.8m std. printer cable, printer ribbons/cartridge and **250** sheets of paper absolutely **FREE**.

LC-100 Colour	£164.99
LC24-100	£189.99
LC-20	£132.99
LC-24-20 (II) NEW!	£224.99
LC-200 Colour	£199.99
LC24-200 Colour	£279.99
XB24-200 Colour	£379.99
SJ48 Bubblejet	£219.99

Star printers come with one year warranty.

Swift 90 NEW!	£P.O.A.
Swift 240 Colour	£264.99
Swift 240 Mono	£254.99
Swift 200 Colour	£214.99
Swift 200 Mono	£187.99
Swift 9 Colour	£169.99
Citizen Auto sheet feeder	£79.99

Citizen printers come with 2 year warranty.

Deskjet-550C (colour printer) NEW!	£534.99

300 dpi laser quality output • sharp blacks and 16 million colours available • six built in type faces-4 scalable • improved media handling • several paper sizes • **FOUR TIMES FASTER** than previous H.P. Deskjet range.

Deskjet 500	£329.99
Deskjet-500 Colour	£424.99

HP printers come with 3 year warranty.

HP black ink cartridge	£24.99
HP colour ink cartridge	£29.99

AUTO SHEET FEEDERS

STAR LC20	£57.99
STAR LC200	£59.99
STAR LC24-200	£62.99
STAR LC24-20	£62.99

LASER PRINTERS

STAR LASER JET MK III	£724.99
STAR LS-5 NEW!	PHOENIX PRICE £599.99

5 Pages per minute 1 years on site maintenance warranty and 14 resident fonts

STAR LS-5EX NEW!	£734.99

5 Pages per minute 1 years on site maintenance warranty enhanced control logic board 14 resident fonts (eight scalable).

STAR LS-5TT NEW!	£954.99

As above but with 35 postscript fonts and 2Mb of memory expandable to eight.

BUBBLE JET

CANON BJ 10eX — NEW LOW PRICE £199.99

Upgraded version of BJ10e, the worlds biggest selling portable inkjet printer. Includes BJ10 Driver Disk!!

CANON BJ 10SX NEW!	£249.99
CANON BJ 200	£349.99

Feature include: 300 dpi. • Min 80 page Auto sheet feeder • minimum 3 pages per minute **SUPER VALUE!**

CANON BJ 300	£374.99

80 column bubblejet provides laser quality output.

CANON BJ 330	£499.99

136 column bubblejet.

CANON Bubblejet cartridges	£17.99
BJ 10eX Autosheet feeder	£49.99

PRINTER ACCESSORIES

We have a large range of **high quality** printer accessories for all the printers we sell including: **dust covers from** £2.99 • **Ink cartridges from** £13.99 • **Mono ribbons from** £3.50 • **Colour ribbons from** £7.99 • **Printer stands from** £7.99

MICE & TRACKBALLS

GOLDEN IMAGE

Mega Mouse	£12.99

(Has just received 90% Amiga Format Gold Award)

Optical Mouse	£29.99

High precision, pointing device.

Crystal Trackball	£37.99
Infrared-Cordless-Mouse	£47.99

(Rechargeable top selling innovation.)

Optical Pen Mouse	£39.99
High Quality 8mm mouse Mats	£3.99
Auto Mouse/Joystick Switch	£15.99

Don't damage your Amiga's ports! This device saves wear and tear makes switchover ***FAST,*** and does **NOT** require power unlike many others.

SCANNERS

Powerful image processing tools for the office or the home environment.

POWER–Features include: 100-400 dpi • 64-Greyscales Thruport to printer • **FREE** Editing software.

Power Scanner v3.0 NEW	£109.99

Includes **FREE** upgraded editing software.

Power Scanner Colour	£234.99

GOLDEN IMAGE–Hand Scanner Series

Features: 400 dpi • 256-Greyscale • Touch up and Merge it software.

AlfaScan	£124.99
AlfaScan Plus	£149.99
AlfaScan OCR NEW LOW PRICE!	£149.99

AMIGA MUSIC

Technosound-turbo NEW!	£29.99
Pro-Midi 2 Interface	£24.99

This fully featured professional quality midi interface is very flexible giving semi-patch bay facilities. It has five ports in, out, thru and two switchable out/thru. (inc. **FREE** midi lead)

GVP Digital Sound Studio High quality sound sampler for all Amiga Computers **Amiga Music Made Easy-Only from Phoenix!** — REDUCED! £39.99

ACCESSORIES

Control Centre	£34.99

Heavy duty construction,rubber edging, perfect colour match, makes an ideal workstation for the A500/A500+ **A 600 control centre now available.**

Phoenix Stereo speakers NEW!	£37.99

Superb sound and excellent dynamics. These two-way stereo Hi-Fi speakers are an Amiga standard- **Excellent companions on any gaming soiree!**

Analogue Joystick adaptor NEW!	£9.99
Gravis Joystick NEW!	£22.99
Gravis game pad NEW!	£14.99
Zipstick Pro	£11.99
Foot Pedal NEW!	£24.99

DATA SWITCHES–(25 pin D type) (all include cable)

2 way	£15.99
3 way	£17.99
4 way	£19.99

CHIPS

AMIGA CUSTOM CHIPS

Kickstart 2.04 ROM	£34.99		
Kickstart 1.3 ROM	£27.99	**Fatter Agnus 8372A**	£34.99
NEW Super Denise	£29.99	**CIA 8520A**	£14.99

AMIGA CUSTOM CHIPS

4 Mb x 9 (-70) Simm	£99.99	**1 Mb x 4 (-80) Zip**	*£29.99
1 Mb x 9 (-80) Simm	£29.99	**256k x 4 (-80) Zip**	*£29.99
256k x 9 (-80) Simm	£12.99	**1 Mb x 1 DRAM**	£3.99
256k x 4 DRAM	£3.99		

*This price is for 1 Mb of RAM

These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie. GVP, SUPRA, MICROBOTICS, COMMODORE

AMIGA RELEASE 2

The popular upgrade kit for 1.2 / 1.3 owners from Commodore is in stock and selling fast! £79.99

DISKS

Don't confuse these quality disks with others currently available. 3.5" 100% certified error free 70% clip. All disks include FREE high quality Phoenix labels.

10	£4.99	**200**	£72.99
25	£12.99	**500**	£174.99
50	£22.99	**750**	£259.99
100	£39.99	**1000**	£339.99

Dysan Branded disks– **High performance media from the experts-box 10 with labels and FREE 10 Cap plastic storage box**

10	£5.99	**100**	£52.99
50	£26.99	**500**	£249.99

1000 Phoenix Disk Labels	£9.99

DISK DRIVES

All drives feature super slim design, enable-disable switch, thru port and come with a **1 year replacement guarantee!**

Phoenix Deluxe Drive	£49.99
Roctec Roclite NEW!	£64.99

This famous drive has now been upgraded to include Anticlick and Virus Checker

Zappo 3.5" Ext Drive	£54.99
KCS Dual HD-Drive NEW!	£POA
Disk head cleaner	£3.99

LEADS & CABLES

Midi-Midi 2m	£3.99	**Modulator ext**	£9.99
Midi-Midi 3m	£4.99	**Amiga-Scart**	£9.99
Midi-Midi 5m	£5.99	**Amiga-8833MkII**	£9.99
Disk Drive ext	£9.99	**Joystick long ext**	£4.99

Mouse/Joystick ext	£4.99
Mouse/Joystick splitter	£4.99
***Serial/Modem cables**	£9.99
***Amiga-Multisync** from	£9.99
***Amiga-Microvitec**	£9.99
***Amiga-CPC monitor**	£9.99
***Amiga-RGB/TV**	£9.99
***SCSI Cable various**	£9.99

Printer 1.8m	£5.99	**Printer 2.0m HQ**	£7.99

MULTI-MEDIA

Vidi Amiga 12 (AGA version)	£73.99
Vidi Amiga 12 (Std version)	£72.99
Rendale Genlock 8802	£164.99
Caigari 24 PAL (inc video)	£319.99
Roctec P.I.P View	£113.99

SOFTWARE

NEW TITLES..STOP PRESS..NEW TITLES

Pro Page V4	£124.99
Page Setter V3 NEW!	£39.99
The Publisher	£34.99
Wordworth V 2.0 (AGA)	£74.99
Turbo Print Pro	£32.99
Real 3-D Pro/Turbo	£77.99
Essence	£49.99
Art Dept Pro 2.5	£136.99
Pixel 3-D Professional	£139.99
Gigamem Innovatronics	£99.99
Typesmith (Softlogic)	T.B.A.
Deluxe Music Construction Kit V 2.0	£49.99
Vista Pro V 3.0 NEW LOW PRICE!	£59.99
Distant Suns	£36.99
X Copy Pro V5.0.1 (With Hardware)	£29.99
Quater Back V 5.0.1	£29.99
Quater Back Tools V 1.5	£52.99
Devpac 3	£47.99
Hisoft Basic	£39.99
Hisoft Extended	£16.99
Hisoft Pascal	£64.99
Clarity 16	£107.99
Video Master	£52.99
Morph Plus	£149.99
Image master	£129.99
Big Alternative Scroller v2.0	£59.99
Amiback v2.0	£42.99
Techno Sound Turbo	£29.99
System 3E	£49.99
Deluxe Paint 4.5 (AGA for 1200)	£64.99

WORD PROCESSING / DTP

Final Copy 2 🇬🇧	£69.99
Final copy soft fonts now available	POA
Pagestream v2.2	£134.99

now includes 47 new fonts!

Pen Pal 1.4 SPECIAL OFFER	£39.99
Wordworth V 2.0 Std	£72.99
Wordworth V 2.0 AGA NEW!	£74.99

now includes 17 Compugraphic fonts!

INTEGRATED PACKAGES

Gold Disc Office 2	£59.99
Mini Office	£39.99

UTILITIES

Lattice 'C' v6	£214.99
A-Talk 3	£44.99
Cross Dos V5 (inc. Cross PC Emulator)	£29.99
Diskmaster 2	£43.99
Dos 2 Dos	£29.99
Opus Directory v4.0 NEW!	£49.99

DATABASE

Superbase Pro 4	£164.99
Superbase Pers 2 NOW ONLY	£39.99

PRESENTATION & SLIDE SHOW

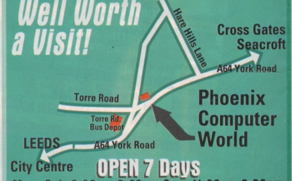
Art Department Pro Conv. Kit	£57.99
Can Do It V.I.G	£94.99
Hyper Book	£44.99

CAD & DRAWING

Intro CAD Plus	£74.99
X CAD 2000	£99.99
X CAD 3000	£269.99

HOW TO FIND US!

Well Worth a Visit!



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Thurs 'late till eight'

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READERS SURVEY 1993

WIN! £3,000 WORTH OF FREE SOFTWARE

Every 12 months we like to ask you, our valued readers, to pick up your pens and let us know your thoughts and opinions about CU Amiga. This is your chance to tell us what you think of the magazine (go on, we can take it!). It's been another hectic year of change on CU Amiga and we want YOU to tell us what we're doing right and what we're doing wrong.

You might think that questionnaires are a waste of time and that no-one's going to be interested in what you have to say. Well, you couldn't be more wrong! Each questionnaire we receive is carefully scrutinised and each comment has a direct bearing on the future development of the magazine. Last year, we received a staggering 5,000 replies to our questionnaire and, as a direct result, we introduced Bookshelf, Club Call, Art Gallery, Amiga Profiles, Buyer's Guides, Step-by-Step tutorials and Readers' Offers amongst many other new features and columns. We also rejigged our score boxes, simplified the mag's design, and bought up full-price commercial programs for our coverdisks. So you see, we really do listen to what you have to say, SO SAY IT!

Of course, no questionnaire would be complete without some form of financial inducement, so we're also giving away more than £3,000 worth of top-rated software in a special prize draw. The sender of the first survey out of the bag will win £500-worth of software of their choice, with the next 25 runners-up receiving £100 worth of top quality utilities and games for their Amiga. If you want to vent your spleen, now's your chance.

HOW TO ENTER

Please try and answer every question. If you're stuck for an answer to any particular question simply miss it out and go on to the next one. Most questions simply require a tick in a box, but some require more extensive answers – please try and complete as much of the questionnaire as possible. You can either tear out this form and send it in, or a photocopy is just as acceptable. You can also write out your answers on the back of a five pound note or a matchbox if you want, we're not picky! Once you've filled everything in send it to: CU AMIGA SURVEY 1993, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Entries to arrive no later than June 1st, 1993 (although the compo stays open for our overseas readers until September 1st, 1993, as we appreciate that some of you get your copies some time after the mag has gone on sale in the UK).

IMPORTANT: Where appropriate, please tick the relevant boxes to indicate your answer. All information given in this questionnaire will be treated in the strictest confidence and no details will be given/sold to any other organisation.

1. About You

Name..
Address...
....
Age..........
Sex Male ☐ Female ☐

2. What do you do for a living?

At school ☐
Further Education ☐
University/Poly ☐
Full-time work ☐
Part-time work ☐
Unemployed ☐

3. What's your annual income?

£2,000 or less ☐ £2,001-£6,000 ☐
£6,001-£10,000 ☐ £10,001-£15,000 ☐
£15,001-£20,000 ☐ £20,001-£25,000 ☐
£25,001-£30,000 ☐ £30,001 plus ☐

4. What do you use your Amiga for? (Tick more than one box if necessary)

	Regularly	Sometimes	Never
Games	☐	☐	☐
Music	☐	☐	☐
Graphics	☐	☐	☐
Programming	☐	☐	☐
DTP	☐	☐	☐
Word Processing	☐	☐	☐
Education	☐	☐	☐
Comms	☐	☐	☐
Business	☐	☐	☐
Video	☐	☐	☐
Multimedia	☐	☐	☐

5. What type of Amiga do you own?

A500 (512K) ☐ A500 (1Mb) ☐
A500 Plus ☐ A600 ☐
A1000 ☐ A1200 ☐
A1500 ☐ A2000 ☐
A3000 ☐ A4000 ☐
Amiga CDTV ☐
Other (please specify)...................................

6. In the next 12 months, are you interested in purchasing any of the following machines:

A600 ☐ A1200 ☐
A4000 ☐ A570 CD ROM drive ☐

7. Do you own a memory expansion for your machine?

Yes ☐ No ☐

8. Which of the following peripherals do you own?

	Own	Intend to buy this year
Monitor	☐	☐
Disk Drive	☐	☐
Hard Disk	☐	☐
Printer	☐	☐
Action Replay	☐	☐
Genlock	☐	☐
Sound Sampler	☐	☐
Modem	☐	☐
MIDI Interface	☐	☐
Scanner	☐	☐
Video Digitiser	☐	☐
PC Emulator	☐	☐
Accelerator Card	☐	☐
24-Bit Graphics Card	☐	☐
CD-ROM Drive	☐	☐

9. How much time per week do you spend using your Amiga?

Less than 2 hours ☐ 2-5 hours ☐
6-10 hours ☐ 11-15 hours ☐
16-20 hours ☐ Over 20 hours ☐

10. How much have you spent on Amiga hardware during the last year? How much do you intend to spend during the next 12 months?

	Last Year	This Year
Less than £20	☐	☐
Between £20-£50	☐	☐
£51-£100	☐	☐
£101-£200	☐	☐
£201-£300	☐	☐
£301-£400	☐	☐
£401-£600	☐	☐
£601-£700	☐	☐
£701-£1000	☐	☐
More than £1000	☐	☐

11. How much have you spent on games software last year? How much do you think you'll spend this year?

	Last Year	This Year
Less than £25	☐	☐
£25-£50	☐	☐
£51-£100	☐	☐
£100-£150	☐	☐
£151-£200	☐	☐
£200-£250	☐	☐
£251-£300	☐	☐
More than £300	☐	☐

12. How much have you spent on non-games software during the last year? How much do you think you'll spend this year?

Less than £25 ☐ £25-£50 ☐
£51-£100 ☐ £101-£150 ☐
£151-£200 ☐ £201-£250 ☐
£251-£300 ☐ More than £300 ☐

13. What other computer magazines do you regularly buy? (Tick more than one if necessary)

Amiga Action ☐ Amiga Format ☐
Amiga Shopper ☐ The One ☐
Amiga Computing ☐ Amiga World ☐
Amiga Power ☐ Amiga Force ☐

»

» **14. How important is the content of a magazine's coverdisk in influencing you to buy CU Amiga?**
Not important ☐
Occasional influence ☐
Major influence ☐

15. On a scale of 1-10, how much does a cover disk influence your decision to buy CU Amiga?
1 Not at all ☐
2 ☐
3 ☐
4 ☐
5 ☐
6 ☐
7 ☐
8 ☐
9 ☐
10 Absolutely important ☐

16. Do you prefer a magazine to come with two disks at £3.95, or have just one disk at a cheaper price?
2 disks/£3.95 ☐
1 disk/Reduced price ☐

17. Where did you buy this copy of CU Amiga?
Local Newsagent ☐
Subscription ☐
Chain Store ☐
Computer Store ☐
Other (please specify)..

18. How many other people will read this copy of CU Amiga?
0 ☐ 1 ☐
2 ☐ 3 ☐
4 ☐ 5 ☐

19. If there's one thing you could change about CU Amiga to make it a better read, what would it be? (Please use a separate sheet of paper if there isn't enough space for your answer.)
....
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....

20. How many copies of CU Amiga have you bought in the last year?
1-3 ☐ 4-6 ☐
7-9 ☐ 10-12 ☐

21. Is CU Amiga your favourite Amiga magazine?
Yes ☐ No ☐

22. If you answered no to question 21, which is your favourite Amiga mag? (Tick one only please)
Amiga Force ☐
Amiga Power ☐
Amiga World ☐
Amiga Action ☐
Amiga Computing ☐
The One ☐
Amiga Format ☐
Amiga Shopper ☐

23. How do you rate the following sections in this month's issue?

	Good	Average	Poor
Contents	☐	☐	☐
News	☐	☐	☐
Coverdisk Pages	☐	☐	☐
Lead Feature	☐	☐	☐
First Impressions	☐	☐	☐
Game Reviews	☐	☐	☐
Budget Reviews	☐	☐	☐
Small Tips	☐	☐	☐
Play-To-Win	☐	☐	☐
Competitions	☐	☐	☐
Get Serious	☐	☐	☐
Productivity Reviews	☐	☐	☐
Buyer's Guide: Ext. Drives	☐	☐	☐
Buyer's Guide: Business Software	☐	☐	☐
Art Gallery	☐	☐	☐
Amiga Profiles	☐	☐	☐
PD Scene	☐	☐	☐
PD Utilities	☐	☐	☐
Readers' Offers	☐	☐	☐
Book Shelf	☐	☐	☐
D-Paint DIY	☐	☐	☐
Workbench Guide	☐	☐	☐
DIY Guide	☐	☐	☐
AMOS Guide	☐	☐	☐
Q&A	☐	☐	☐
Backchat	☐	☐	☐
Club Call	☐	☐	☐
Points of View	☐	☐	☐

24. Have we got the right balance between our technical and games coverage?
Yes ☐ No ☐

25. If you answered no to question 24, how should we change our coverage?
More technical coverage ☐
More games coverage ☐

26. Does CU Amiga give you enough information to make a buying decision?
Yes ☐ No ☐
(If 'No', what could be done to improve our reviews?)
....
....

27. Do you buy Public Domain software?
Never ☐
Occasionally ☐
Regularly ☐

28. Which sort of PD are you most interested in? (Tick more than one if necessary)
Demos ☐
Music ☐
Slideshows ☐
Games ☐
Animations ☐
Utilities ☐
Virus Checkers ☐

29. The Amiga CD console will probably have a price tag of £199. Would you be interested in buying such a machine?
Definitely ☐ Possibly ☐
Only if it's cheaper ☐ No ☐

30. Which of the following Buyer's Guides would you like to see appear in the magazine over the next six months? (Number in order of preference – '1' indicating first choice, '2' your second preference, etc)
Hard Drives ☐
Memory Expansions ☐
Word Processors ☐
Printers ☐
Genlocks ☐
Modems ☐
Digitisers ☐
Business Software ☐
Camcorders ☐
Databases ☐
Accelerator Cards ☐
Emulators ☐
Games ☐
Programming Languages ☐
Animation packages ☐
24-bit graphics ☐
DTP ☐
Education ☐

31. Where do you buy your games?
High Street store (Dixons, Smith's, etc) ☐
Virgin ☐ HMV ☐
Our Price ☐ Computer Store ☐
Mail Order ☐ Other..................

32. Where do you buy your productivity software?
High Street Store (Dixons, Smith's, etc) ☐
Virgin ☐ Computer Store ☐
Mail Order ☐ Other..................

33. How long have you had your Amiga?
Less than one year ☐
Two years ☐
Three years ☐
Four years ☐
Over five years ☐

34. Are you planning to buy an A1200?
Yes, within the next six months ☐
Yes, within the next 12 months ☐
Yes, but I don't know when ☐
No ☐

35. Would you like to see the free Amiga Guides become a regular part of CU Amiga?
Yes ☐ No ☐

36. If you answered yes to question 35, what would you like to see them cover?
Graphics ☐
Video ☐
DIY Projects ☐
Beginner's Guide ☐
A600 ☐
Programming ☐
Animation ☐
Music ☐
Buyer's Guide ☐
A1200 ☐
Public Domain ☐
DPaint ☐
Other suggestion..

37. Which member of the CU Amiga staff should be given the order of the boot?
Dan 'No, Not Me' Slingsby ☐
Jon 'Keep on Reading' Sloan ☐
Heather 'Good Girl' Turley ☐
Nick 'Next' Veitch ☐
Tony 'Nope' Horgan ☐
Steve 'Only One More' James ☐
Garry 'Yes This is the One, Put Your Tick Here' Williams ☐

38. CU Amiga has regular reader panels where we discuss various points about the magazine. Apart from copious amounts of beer and fags (or orange juice and Mars bars if it's the younger reader groups!), the idea is to slag off the CU team as much as possible (not hard!) and tear the magazine to pieces. Would you like to attend such a session?
Yes ☐ No ☐

39. Finally, before you nod off completely, please tell us where you live.
Scotland ☐
London ☐
SW England ☐
NW England ☐
Northern Ireland ☐
Australasia ☐
Wales ☐
SE England ☐
Midlands ☐
NE England ☐
Europe ☐
Rest of the World ☐

Phew! And that's it. Thanks for taking the time to fill out this questionnaire.

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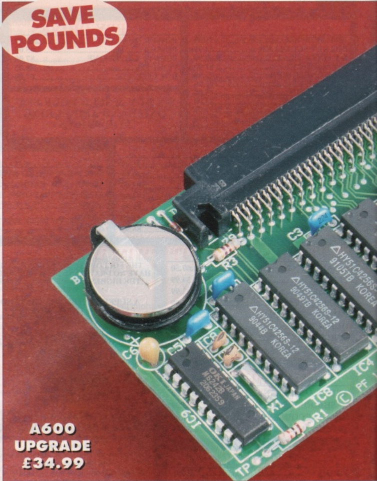

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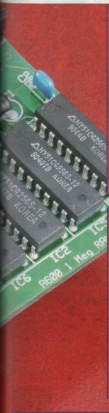

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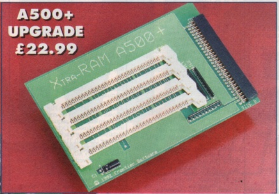

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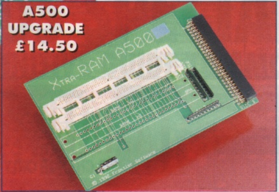

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ASI 40	Puzz 15, Gold Rush Hour, Cobra, Dumbbell, Flying, Bunny Rabbit, Get My Coat, Wordhai
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ASI 42	Galaga 92, Dogs In Space, Intruder Alert

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AMIGA Workshop

ISSUE 5

MAY 1993

Amiga Workshop is here to help you get the most from your Amiga. It's packed to the spine with tutorials, step-by-step guides, questions and, more importantly, answers. For the absolute best in Amiga info, look no further than these very pages.

149 BOOKSHELF
A plethora of purple prose is examined by the CU bookworm team. Save yourself hours in the bookshop by getting genned up now.

154 GRAPHICS DIY
This month Peter Lee takes a tour through *DPaint*'s colour facilities. Mastering a limited palette is one of the hardest things to do – make that learning curve so much smoother with Pete's guide.

158 WORKBENCH
Join Mat Broomfield as he once more delves deeply into Workbench to see how it interacts with and is used by other programs.

160 DO IT YOURSELF
Grab your soldering irons 'cos DIY is back! In the return of this much-praised (well, we thought it was good) column, John Kennedy guides you through the intricacies of making your own sampler.

164 AMOS COLUMN
In the second part of our guide to AMOS games programming, Dave Smithson starts his version of *PacMan* by taking a look at screens, icons and maps.

169 QUESTIONS & ANSWERS
Mat Broomfield sorts through another packed mailbag of readers' questions. Got a problem with your Amiga? Don't worry, Uncle Mat's here to help.

174 BACKCHAT
Wearing the gag that Dan put on him after his last venture in letter answering, Jon Sloan tries his best to be polite. Also, back by popular demand, the Team Profile section returns with more scurrilous rumours about the dirty dealings of your favourite editorial staff.

177 CLUB CALL
Amiga clubs from as far apart as Torquay and Germany are profiled in this issue. If you're desperate to get in touch with like-minded individuals, then this is the place to look.

178 POINTS OF VIEW
Our resident Tech-Ed spouts a few syllables in the defence of progress. How fast should technology advance? Nick Veitch has an answer.

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BOOK SHELF

Our resident bookworm, Mat Broomfield, takes another bite out of the latest offerings in his local bookshop.

THE MIDI MANUAL

SAMS £22.95

Over the past few years an increasing number of ordinary users have started using advanced MIDI equipment in conjunction with the Amiga to produce professional music. The MIDI Manual aims to inform the reader about all of the latest industrial advances whilst thoroughly explaining the basics of MIDI technology.

This book doesn't give any information aimed specifically at Amiga MIDI users, and the information is basically directed at everyone involved in the production of music, from newcomer to professional. It contains tons of interesting and enlightening information about every aspect of MIDI in a musical environment.

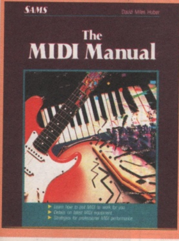
Although some subject areas covered in the book seem quite complex, it is very well written and makes interesting reading. It comes complete with a bibliography and an extensive glossary to help newcomers to understand the considerable amount of jargon and technical terminology.

The book moves at a leisurely pace which is reassuring considering the nature and complexity of the subject matter. There are many detailed illustrations and photographs of MIDI hardware ranging from cables and switcher boxes to synthesisers, sequencers and drum machines. These help to clarify things considerably, to say nothing of breaking up large bodies of potentially baffling text!

Although short, the introduction contains a lot of information including the history of MIDI and its possible uses in every type of musical environment.

Preliminaries out of the way, David Huber, the author, then goes into great detail explaining exactly what MIDI is and how it works. Subjects such as sequencing, synchronisation and MIDI based sampling are explained in great depth. A number of MIDI instruments, such as synthesisers and drum machines, are described in great detail. Accompanying each instrument listed there's a picture and a detailed description. Even such curios as the MIDI Grand Piano and MIDI Guitar are covered.

The MIDI manual includes a lot of valuable information on every aspect of the MIDI industry. If you want a serious book about MIDI and the Amiga then I suggest you look elsewhere. If you are interested from a purely musical or technical standpoint the book makes for interesting reading.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PROGRAM DESIGN TECHNIQUES FOR THE AMIGA

KUMA £16.95

No matter what language a program is written in, its structure and design is very important. This book aims to teach the basic techniques of good program design to both experienced users and enthusiastic beginners. No previous knowledge of program design techniques is needed. Indeed, such knowledge would probably be counter-productive because this book aims to mould your design techniques from scratch.

PROGRAM
DESIGN
TECHNIQUES
for the
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Paul Overaa

The book is split into six parts, each consisting of several chapters. In the first part Paul explains how Warnier diagrams can be used as an aid to the logical construction of a program. He also discusses simple mathematical logic and the basics of structured programming.

He then moves on to describe computer languages, illustrating the requirements and differences of each language.

The book gives specific examples of the three most popular Amiga languages (Basic, C and Assembler). It also gives individual hints, advice and full tutorials with detailed explanations for each language. This makes it much easier for the reader to modify the ideas in the book to his own programming environment.

As the book progresses, a good understanding of your chosen programming language is essential because Paul's tutorials assume a high level of competence. The book does contain some really invaluable information and tips and will definitely be a great aid to programmers of all levels.

Available from: Kuma Books, 12 Horseshoe Park, Pangbourne, Berkshire, RG8 7JW. Tel:0734 844335

AMIGA A600 INSIDER GUIDE

BRUCE SMITH BOOKS £14.95

Although the A600 is a great machine it's not very user-friendly for the beginner. This book is intended as an alternative to the manual that's supplied with the computer. Although the original A600 manual is informative and provides all the necessary information you need to get to grips with the basics, it doesn't go into very much detail. Furthermore, you'll need to read through a lot of irrelevant stuff to find the information that you really need.

This book, on the other hand, was written with the first time user in mind. It starts off by taking you on a guided tour through the Workbench, windows and menus, not only telling you how to use them, but also explaining why you should want to. Naturally a lot of time is spent explaining the basics, but the book is written in such a way that this doesn't become tiresome for more experienced users, and is actually quite amusing in places.

The book progresses from the Workbench to cover subjects such as the uses of disks, manipulation of files, how to use Amiga Shell, script files, icons, printers and a lot more. It even devotes entire chapters to multi-tasking and viruses.

There are parts of the book where too much time is spent simply rehashing the Workbench manual. The book includes many tutorials describing both the very simple and more complex procedures. I have no doubt that someone who has never used an A600 before will be perfectly comfortable with this book. I recommend the Amiga 600 Insider's Guide to anyone who wants to understand their computer and found the manual that came with it a little hard to follow.

If you already have a basic knowledge of the Amiga, you might be better off with one of BSB's Mastering Amiga range of books, which are more detailed and advanced in their coverage.

Available from: Bruce Smith Books Limited, P.O. Box 382, St Albans, Herts, AL2 3JD. Tel: (0923) 894355.

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CHAOS AND COMPUTERS

SIGMA PRESS £14.95

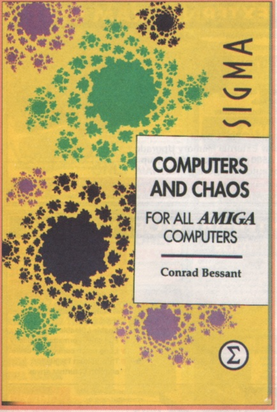
Many of us regard the followers of chaos theory with the same sort of disregard as your average train spotter. Although the subject matter may be somewhat different (having said that, British Rail timetables certainly follow no logic I can think of!), the stereotypical images are the same – bespectacled, spotty and about as socially inept as Mr. Bean, your average Mandelbrot fan has had it pretty rough.

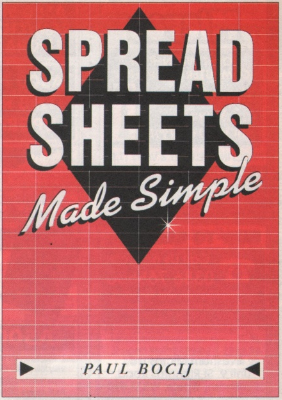
As this latest book release from Sigma Press tries to prove, though, chaos theory is actually a very important aspect of all our lives that is still used extensively by scientists to accurately study such diverse subjects as population dynamics and even weather forecasting. By dropping in that little extra pinch of computed chaos, scientists are able to emulate the workings of nature.

Of course to most of us, chaos theory means one thing – pretty computer-generated pictures – and you'll be pleased to learn that this serves as the backbone of the book. Through nine very readable chapters, author Conrad Bessant explains the foundations of chaos theory, its applications and its many diverse forms. All of this is backed up by some very well documented listings written in Amiga BASIC.

This is perhaps one failing of the book – although Conrad does mention the more popular dialects of BASIC available for the Amiga, both AMOS and the excellent Blitz Basic are dismissed in the first chapter! Amiga BASIC wouldn't have been such a bad choice if it weren't for the fact that Commodore stopped bundling it with Amigas over two years ago! Oh well, at least he didn't plump for something totally ridiculous like Modula-2!

Bessant's book starts with a look at that most basic of fractal graphics, the Sierpinski Triangle. Discovered in the early 1900s, this is one of the oldest fractals in the book but, due to its simplicity (early mathematicians used to draw them by hand!), it serves as a perfect example of the techniques required to generate fractal graphics. As your fractal foundations become more solid, the book then moves onto more complex fractal types such as Koch curves, the butterfly effect and the Rossler and Lorenz attractors.





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Spreadsheets may not inspire the same sort of enthusiasm as your average 24-bit ray-tracing program, but no-one could possibly doubt their usefulness. Even if you're not the accountant of a multi-national conglomorate, a spreadsheet can prove to be one of the most valuable and certainly one of the most genuinely useful pieces of software you could ever buy for your Amiga.

If you've got even the slightest interest in spreadsheets, then this book may be of interest. Although it's not based around native Amiga spreadsheets such as Gold Disk's Lotus-beating Professional Calc, most of the theory discussed generally applies to just about any spreadsheet program including ProCalc, Advantage, Plan-It and the rest of the Amiga spreadsheet crew.

The book is actually based around a shareware PC spreadsheet called AsEasyAs which could theoretically be run on the Amiga using a PC emulator program. Amiga spreadsheets tend to operate somewhat differently from the classic Lotus 1-2-3, so be prepared to dive into your manual every so often if you wish to translate the Lotus-like keystrokes discussed within the book to your own spreadsheet.

The book starts with the usual foray into spreadsheet theory with some fairly readable basic explanations of what a spreadsheet is, how they work and what they can do for you. It then goes down hill a bit by explaining how to install AsEasyAs onto your PC, which is hardly applicable to a book that claims to be useful to users of other spreadsheet programs. Although this is dispensed with fairly quickly, it has to be said that the book's AsEasyAs bias is a bit too overwhelming - at times, I thought I was reading an AsEasyAs manual!

Obviously the book's main aim is to teach the average spreadsheet user the many applications that the spreadsheet can be applied to and this it does very well indeed. Starting from a simple sheet that adds a list of numbers together, the theory gets progressively more advanced until you're finally ready to handle an complete financial model containing macros, data entry screens and so on.

No-one could possibly doubt the author's knowledge of his chosen subject, but the book reads more like an AsEasyAs user's manual than a study of general spreadsheet use. Although anyone with a basic under-

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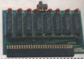

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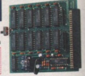

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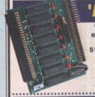

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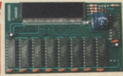

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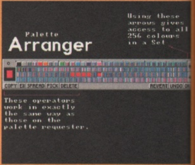
DELUXE PAINT

PART 4

Peter Lee gets ready to paint the town red this month as he takes us through DeluxePaint's confounding colour capabilities.



Using these arrows gives access to all 256 colours in a Set

These operators work in exactly the same way as those on the palette requester.

Defining ranges of colours is simplified in *DPaint IV* through this palette arranger. Up to 256 colours can be defined, kept, selected and saved using this requester. The sets are independent of the mode you're working in, so that while you may only have 32 colours in the palette, you can still pick which ones are part of that 32. Getting just the right colour is made easy by the tools on the left.

Given that the most-used mode in *DeluxePaint* is low resolution, it's a miracle what can be achieved with just 32 colours. It may sound a lot – until you try to create something using shades and shadows when the palette disappears faster than gatecrashers at a Mike Tyson party.

But colour is what visual impact is all about; it creates moods and realism, so being able to control it in *DPaint* is one of the essential stepping stones to getting the most out of the program. It may seem obvious, but pinning down just how to manage the palette is another big step towards making your work more professional.

IN LIVING COLOUR

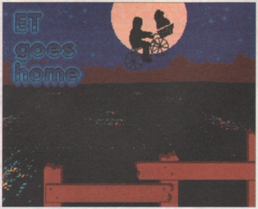
Low resolution mode is a feature of the Amiga, not of *DeluxePaint*. Memory and display limitations mean that the maximum number of colours you can have on screen is 32. A special exception to this is halfbrite mode, where your original palette of 32 is doubled by some clever display dodges. Clever yes – but don't be fooled into thinking you have 64 colours to change and edit as you like, because the second half of the palette is merely a dimmer reflection of the first 32 colours. So if you edit one of the original colours in the palette, its dull twin in the second bank of 32 colours will change too. It may sound like a good idea gone wrong, but halfbrite really comes into its own when you need realistic shadows in your work. By using halfbrite as the fill option it's possible to create terrific lighting effects in your work. And the program takes care of everything for you; when halfbrite fill option is active, it will replace the existing palette with the halfbrite values of the colour underneath to give a realistic display of light and shade.

TIP: To un-halfbrite an area, use a fill tool in halfbrite fill mode with the right mouse button clicked. This won't affect the standard 32 colours on screen, so your work keeps its integrity.

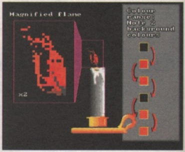
TIP (*DPaint IV* only): If you have a HAM image which you want to convert to a more standard format, then by changing the screen format to 64 colours rather than the standard 32, *DPaint* will have a wider range to work with, and make a much better stab at interpreting the HAM palette.

HIGHER AND HIGHER

The higher the resolution, the fewer colours there are available in *DPaint*. This is not a problem at times when colour isn't important. For instance, if you are designing video titles you want the crispest display possible, and will probably need only half a dozen colours. You can either set the screen mode and number of colours at the start-up screen, or do it once the program is running by accessing the Screen Format pull-down menu. If you have a drawing already on screen and you change to another mode, the program will re-compute the palette, and even try to fit the current image into the new screen size if you agree. But you will lose any custom brush or animation in memory once the mode has changed.



Using an idea from last month's tutorial on perspective, and just a few colours, you can create a city scape which ET would be proud to cycle over. The city lights were created with colour cycling enabled on half a dozen different colours, the grid function turned on, and the line control set at one dot per eight pixels. Once a grid had been drawn, it was cut out as a brush, then tilted backwards using perspective to give it a receding feel. Mountains were roughly sketched with the filled freehand tool, and the graduated sky used a range of blues to give the feel of twilight approaching.



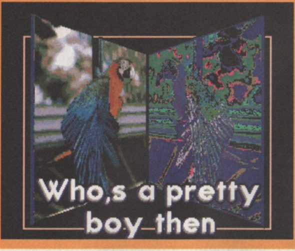
Colour range: Note 2 background colours

Great fun, colour cycling – especially for dark nights. Here a flickering candle flame splutters in the breeze (OK, it's only a picture – so use your imagination!). Six colours are defined as a range, four in shades of red, and two as the background colour. This way, when the range is cycled there will be times when parts of the flame will disappear and thus seem to flicker. The flame itself is drawn using all colours in the range so that each portion will have a spell at being invisible.

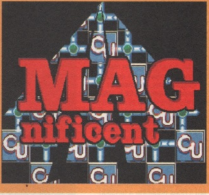
PAINT IT

Editing colours is simplicity itself in *DPaint III*, but it's a little more complicated in *DPaint IV* where a special colour requester appears, based on a HAM palette. This has the advantage of giving access to all the HAM mode's 4096 colours for mixing, but is slow at times and a little disconcerting to anyone familiar with the *DPaint III* requester. To call up the colour control, either press 'P' on the keyboard, or right-click the right mouse button in the area on the tool palette which shows the current pen and background colours.

Taking *DPaint III* first, colour can be selected in one of two ways; either click on the colour in the requester or on an existing colour on-screen. Now, by altering the slider controls under the heading RGB, you can increase or decrease the amount of Red, Blue or Green in the selected colour. Similarly, altering sliders under HSV controls Hue, Saturation and Value settings. And whereas RGB editing is intuitive for the most part, HSV can be a little more difficult to understand. Hue changes the colour, ranging through the available palette; Saturation decreases the strength of colour – from, say, dark green to pale lime, and Value alters the luminosity – effectively, the brightness – of the colour.



DPaint's halfbrite mode allows for some amazing effects. Take this mirror image for instance. It looks as though the parrot is seeing himself reflected in glass thanks to the palette's own mirror – 32 colours which are dimmer than the original palette. To create shadows on objects simply select Halfbrite from the fill requester, then draw out an in-built filled shape over the desired area.



Halfbrite mode is a neat piece of Amiga trickery which has its uses for giving images a great feeling of depth through shadow and highlight. The CU logo architecture looks as if it is well behind the text, thanks to some striking shadows.

HOME ON THE RANGE

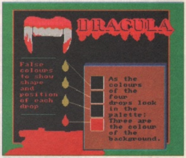
Perhaps the most useful control on the palette requester is Range, since a sequence of similar colours is of terrific benefit for almost all applications. Take something simple like a leaf: to realistically represent one you will need at least four versions of green – for shadows, highlights and detail. And the way to get just the right shades is to define the lightest highlight, and four cells away on the palette box, the darkest green shadow. In *DPaint III*, here's what to do next: with either colour of the currently active cell, click on Range; when the pointer changes to the word 'to', click on the other extreme of green. In *DPaint IV* colour ranges have been separated from the colour requester, and can be accessed via the colour menu. Colour selection is handled differently and you can create ranges much more intuitively by clicking on a palette colour, then positioning the bead of colour you 'pick up' somewhere on the range bar (the top dotted row). Up to eight ranges can be created in this way and they are numbered by a sliding counter at the top left of the requester.

TIP: To save time, you can select colours from *DPaint IV*'s palette by pressing the square bracket keys when a bead of colour is active on the pointer. This cycles through all available colours. Shift and a square bracket toggles the background colour too.

TIP: to quickly define a range of shadows and highlights: from the palette requesterdefine the lightest or darkest value of your main colour, then use the palette requester's Copy command to place a duplicate in a cell some distance away. Now by editing the Value slider you can darken or lighten the colour without having to go all the way through the colour definition process again.

BELLS AND WHISTLES

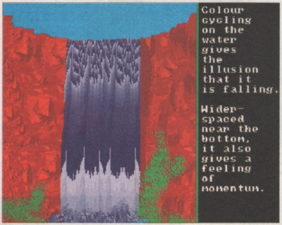
In *DPaint IV* the ability to save and load individual palettes is very useful, but users of the older version can easily mimic this function. I find the ☛



False colours to show shape and position of each drop

As the colours of the four drops look in the palette: Three are the colour of the background.

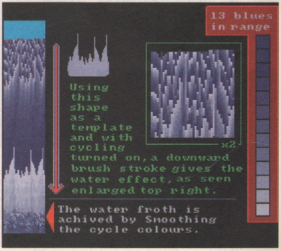
This shows how colour cycling can simulate movement. When Cycling is active, a single drop of blood falls down the screen; in reality four drops are drawn, using a range of colour which includes three to match the background and one for the blood. As the colours cycle , it appears as if the red drop is moving downwards.



Colour cycling on the water gives the illusion that it is falling.

Wider-spaced near the bottom, it also gives a feeling of momentum.

When cycling is activated in this image, the water plummets into the pool. This is achieved by drawing the water in colour cycle mode (key F7) using a water-shaped brush (!). The effects of gravity are simulated by having brush strokes further apart near the bottom of the fall, where the water has lost some of its liveliness. The place where the water hits the pool was created using the same cycled colours as the fall, but with a simple round brush; afterwards Smoothing created the misty appearance, which billows when cycling is turned on.



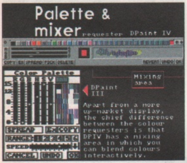
Using this shape as a template and with cycling turned on, a downward brush stroke gives the water effect, as seen enlarged top right.

The water froth is achived by Smoothing the cycle colours.

A step-by-step guide to how the waterfall scene was created, showing the brush, cycled colours and the palette range of blues.

quickest way to 'save' palette information in *DPaint III* is to cut out and save a small brush from the screen whose palette you want to keep. Then when you want to revert to that palette any time, you can simply re-load the brush (which takes up very little disk space) and use the Picture/Change Colour/Use Brush palette menu option. *DPaint IV*'s colour sourcing is more sophisticated than this, because of the Arrange Palette function. This is accessed through the Colour/Palette/Arrange menu, and allows you to create rows of alternative palettes (again through HAM trickery – you can still only have 32 colours for drawing in a low resolution palette). There are 256 colours in a colour set, and you can define ranges here, and swap or delete colours. This is particularly useful in HAM, and can help you get the right shade in more limited palette environments. In effect you can organise colours into several ranges to hit on the right colour, then copy that colour into the current working palette. An alternative in *DPaint IV* is to use the colour mixer, which is the wide grey area to the right of the palette requester. Painting in this area with one colour then adding another produces interesting mixes and blends, areas of which can be chosen as a current colour. You may find this very haphazard, but it does duplicate a function found on very expensive computer graphic workstations, and it is a pretty clever way of giving you instant access to all 4096 colours at once.

TIP: Some other IFF paint and display programs hit problems with *DPaint IV* images which have Colour Set information saved along with them. The only solution, until third-party programmers upgrade their software, is to ensure that if you are using other art packages with your *DPaint IV* images, the colour sets are not defined.



Apart from a more up-market display, the chief difference between the colour requesters is that DPIV has a mixing area in which you can blend colours interactively.

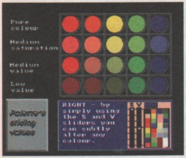
More sophisticated than its *DPaint III* counterpart, the *DPaint IV* palette requester also sports a mixing area to the right, where colours from the palette can be blended. This area is not restricted to displaying the maximum colours of the mode you're in – the whole gamut of displayable colours is available for you to choose from, then place in the real palette, which is shown along the top line.

ON YER BIKE!

Colour cycling is a cheap and cheerful way to give some semblance of movement to otherwise static single screens. *DPaint* achieves this by allowing you to define a range of colours – from two to the whole palette if necessary – which it will then cycle through at whatever speed you choose. Cycling simply means replacing one colour with the next one in the palette; if, for example, you had just two colours in a range, say black and white, and had anything drawn on screen in black, with colour cycling enabled the object would alternate between black and white.

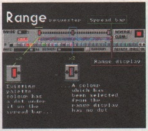
Not only is colour cycling cute, it's an absolute doddle to set up and gives some terrific single-screen effects. From bouncing balls to running water, colour cycling can bring an added touch of realism to your work. In an earlier article on fills, we covered the range requester, which allows you to define any number of colours as a range; as well as being the fill range, they also automatically become a colour-cycle range too.

You can use colour cycling in two ways – for dynamic movement, such as a ball falling, or subtle suggestions of animation, like water shimmering. Take a look at the panel for a few hints on getting the most out of cycling. CU



RIGHT – by simply using the S and V sliders you can subtly alter any colour.

Very slight alterations to your palette colours can result in subtle changes in a single colour. Simply by altering the Value or Saturation levels, you can achieve many delicate colours, without having to get involved in the more complicated Red, Green, Blue options.



Existing palette colour has a dot under it on the spread bar...

...A colour which has been selected from the range display has no dot

DeluxePaint IV has the impressive ability to cycle just one colour; sound like a contradiction? Well sort of, until you understand that the cycle range of the one colour is based on one slot in the palette, plus any other colour the Amiga can display – regardless of which mode you're in. Here you can see a range of colours defined which will act only on one colour slot in the palette of 32, but which cycles that single colour from scarlet to pink when Cycling is enabled.

COLOUR CYCLING

Colour cycling in both *DPaint III* and *IV* is activated by pressing the TAB key. Once running, the program will cycle through any colours that are already defined as a range. Although each version of the program handles range definitions in a different way, as far as cycling goes things are identical. The speed of colour cycling is vital to realistic motion, though you may find some compromises have to be made because there is a limit to how fast *DPaint* can shunt colours around.

One often neglected aspect of cycling is the ability to make a colour 'invisible'. By making a colour (or several for that matter) in the palette the same colour as the background, the object which uses that colour will disappear from the screen for part of the cycle. This is important for objects with dynamic movement; take a falling ball for instance. Use black as the background colour, and define a range of six colours. Make the first the colour of your ball and the remaining five black. Using the largest in-built round brush, and starting with the first of the six colours in the range, paint one brush stroke on screen.

Paint the next ball some way below the first, using the second colour in the range. As it's black, you won't be able to see anything – but it IS there, as you'll find out; continue until you have a vertical line of balls, ending with the final colour of the range. Pressing TAB will now set the ball on its downward path; it's pretty basic as Amiga art goes, but it can be the building block to some wonderfully inventive cycling effects. Imagine defining a range of 12 colours and having the ball bounce back up again, in-between the downward-cycling brushes.

TIP: more often than not you will find that the whole palette starts to cycle like a mad hatter when all you want is your range of colours to do the business. In this case you have to define dummy ranges, each of just one colour, so only the colours you want are cycled. Simply define the extra unwanted ranges in the same way as the real one, but use the same colour (outside your range) as both the To and From colour.

Not content with the wonders of *DPaint III*'s cycling effects, *DPaint IV* has its own super version, which allows you to cycle any one colour in the palette. If this were the Middle Ages the programmers would probably be burnt as witches, because this feature is a piece of artistic wizardry second to none. To get the single colour cycle to work, first of all open up the Ranges requester and choose a colour from your current palette as the starting point, placing it on the left of the range definition bar. Select another colour and place it to the right, then activate Show to create the familiar spread of colours which we came across in our Fill tutorial.

Although the Shown range doesn't reflect the current palette – it is a 'best option' gradient showing all available colours in the palette – it does allow us to pick a displayed colour which is NOT in the current palette. This may all sound confusing, but the palette window which opens up in *DPaint IV* gives you what amounts to a window onto all the Amiga's colours, regardless of your screen resolution, and the constraints that puts on the available palette. Pressing the comma key on the keyboard changes the cursor to the eye-dropper cursor, which picks any colour on screen and makes that the current colour. By picking up a colour in the gradient display (which shows ALL available Amiga colours, remember), and placing it over the second colour you put on the range definition bar, you have defined a range which will cycle on just one colour, leaving your original palette unaffected. And if any part of the new range is the same colour as the background, then the single colour will be invisible for a portion of the cycle. This lends itself to some excellent neon/stroboscopic effects.

TIP: You can tell which colours on the range bar are currently in the palette, because they have a black dot under them.

NEXT MONTH

In part five of this tutorial, Peter Lee takes a look at another much neglected subject, text. Most artists take it for granted, but by using techniques we've covered so far you can create great title screens, as well as menus and print outs of ads or handbills.

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CU AMIGA

WORKBENCH TUTORIAL

Mat Broomfield delves a little deeper into the workings of Workbench to discover how it interacts with other programs.

PART 3

So far, we've only looked at the physical construction of the Workbench: icons, windows, menus and so on. Obviously understanding these is very important in order to use it fully, but now we're going to take a look at the way that it can be used by other programs.

When you load Workbench and open the main window, you'll see a collection of drawers. Open these and you'll find lots of individual tool icons such as Printer, Fountain, Shell, etc. It probably seems that the Workbench disk has a lot on it, and this is true – but for every file you can see, there are at least three that you can't, and these 'invisible' files are just as important as the visible ones, if not more so.

You may well ask 'If the invisible files are so important, why are they hidden in the first place?'. In order for a file to be 'visible' – that is, for it to have an icon which can be seen on the Workbench screen – it needs to be accompanied by a .info file (pronounced dot info). A .info file basically contains information about the icon's physical appearance, and also certain loading information about the file it relates to. The trouble is, .info files occupy around 450 bytes of disk space each, and because space on the Workbench disk is so precious it would be wasteful to give one to every single file on the disk, especially as many of them are never directly accessed by the ordinary user.

The majority of the files on the Workbench disk can't be loaded individually and used as standalone programs in the same way as, say, *DPaint* can. They generally have to be used in conjunction with other programs. Therefore, there would be no point in giving these files icons when they couldn't be used in their 'raw' state anyway.

SYSTEM CONFIGURATION

One of the most important of these files is called system-configuration and it can be found in the Devs directory. This file contains lots of crucial information about your Workbench environment, such as the screen colours, what printer driver you're using, the shape and colour of the pointer, etc. Under version 1.3 of the Workbench and earlier, the system-configuration file is the computer's sole means of determining this information. When you load Workbench, the system-configuration file is also loaded to see how things should be set up.

Workbench 2 and above allow you to specify a number of additional things such as the graphic pattern of the Workbench screen and the input map (for specifying which language the keyboard is configured to accept). For this reason, additional configuration files are needed, and these are stored in the Prefs/Env-Archive/Sys drawer of the Workbench disk.

If you open the Prefs drawer, you will see a number of programs, all of which are connected with setting these preferences. For example, if you load the Printer program, the settings are taken from the system-configuration file. You can then choose to modify those settings in any way you like. Whenever you change the preferences via any of the programs in the Prefs drawer, the system-configuration file is also updated (as are the files in the Prefs/Env-Archive/Sys drawer if appropriate).

Now here's the really handy bit; if you load another program via the Workbench, the new program will use all of the preferences that you've set for the Workbench. This means that if, say, you load a word processor or graphics package, they will automatically use the Workbench printer settings that you specified.

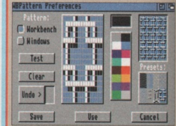
Another useful feature of the system-configuration file, is that you can copy it directly to the Devs directory of another bootable disk and that disk will automatically use the preferences specified.

The other main group of 'invisible' files on the Workbench disk are the commands in the C directory. These commands are used by all AmigaDOS programs and can only be accessed using the Command Line Interface (CLI) or a script (such as the startup-sequence) which is processed in the same way as CLI commands are. On Workbench 2 and later, there is a further way of getting to these commands. By selecting the 'Execute command' option from the 'Workbench' menu, you may enter a command into a small text gadget. This is, in effect, a miniature version of the CLI. If there is any output from the command a window will be opened on screen to let you see the result.

Commands and the way in which they work tends to be where most people get stuck, so it's a subject we'll be coming back to. CU

NEXT MONTH

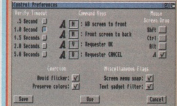
Mat returns next month, to unravel some more of the mysteries of Workbench, paying particular attention to the arcane mysteries of the CLI.



WBPattern lets you change the appearance of the background against which windows are displayed, and the windows themselves. You can use this requester to create plain or patterned backgrounds and windows. The number and range of colours available for your background are specified in the Palette and Screenmode editors.

Remember to choose fairly neutral colours, otherwise it will become difficult to read the icon text on the Workbench screen.

Later versions of Workbench allow you to choose an IFF image as a backdrop, but although fun, there are very few images which are easy enough on the eye, although it would be possible to create more extensive patterns.



.5 Second ☐
1.0 Second ●
1.5 Seconds ☐
2.0 Seconds ☐
5.0 Seconds ☐

A N : WB screen to front
A M : Front screen to back
A V : Requester OK
A B : Requester CANCEL

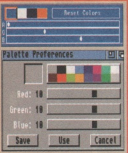
Shft ☐
Ctrl ☐
Alt ☐
A ☑

Avoid flicker: ☑
Preserve colors: ☑
Screen menu snap: ☑
Text gadget filter: ☑

The last editor is called IControl and chances are you'll never need to alter any of the miscellaneous assortment of technical preferences that it contains. They include options to change the way that the screen is refreshed (redrawn) in productivity mode using a multiscan monitor, and the facility to change some of the keyboard shortcuts.

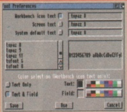
It is sometimes very useful to be able to alter the hotkeys for screen flipping and requestor operations, particularly when they would clash with any hotkeys that you are using in an application.

If you select a drag key it is possible to move the Workbench window up and down without having to click on the drag bar at the top of the screen. Again, you will find that this is occasionally useful.


Reset Colors
R
G
B
Palette Preferences
Save
Use
Cancel

Red: 10
Green: 10
Blue: 10

Four programs affect the appearance of the screen. Palette lets you change the screen colours. Workbench 2 lets you use up to 16 colours on screen. The more you select, the more memory you'll need.


Font Preferences
Save
Use
Cancel

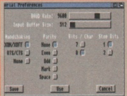
Workbench icon text ● topaz 8
Screen text ○ topaz 8
System default text ○ topaz 8

topaz 8
topaz 9
topaz 11
tefont 6
tefont 8

0123456789 aAbBcCdDeEFFg

Color selection (Workbench icon text only):
○ Text Only
● Text & Field
Text:
Field:

It'll come as no great surprise to learn that Font allows you to specify the font that should be used for all Workbench text output, ranging from the labels beneath icons, to the text used in menus and requesters. Pointer is the last, and least significant, of this group of editors. It changes the appearance of the standard arrow pointer.

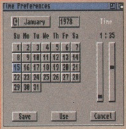

erial Preferences
Save
Use
Cancel

BAUD Rate: 9600
Input Buffer Size: 512

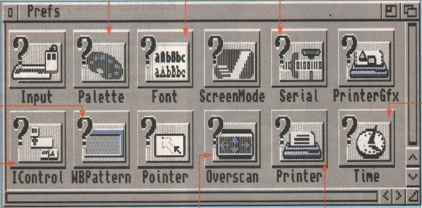
Handshaking	Parity	Bits / Char	Stop Bits
XON/XOFF ●	None ●	7 ○	1 ●
RTS/CTS ○	Even ○	8 ●	2 ○
None ○	Odd ○		
	Mark ○		
	Space ○		

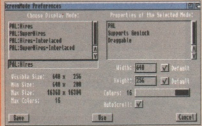
Unless you're using a device attached to the serial port, such as a printer, modem or MIDI instrument, you won't need to touch the icon labelled Serial as this is for you to set the data transmission rates and protocols.

If you do have any of these devices the controlling software usually overrides any settings entered here anyway, so it is not terribly worthwhile bothering with.


Time Preferences
January
1978
Time
1 : 35
Su Mo Tu We Th Fr Sa
Save
Use
Cancel

The Time editor lets you specify the system time and date. The A500+ and above feature a battery-backed clock which retains the time and date even when the power is switched off, so in theory you should only have to set them once. In practice, there are many ways that the battery-backed clock can be unset so you'll probably find yourself using this quite often.


Prefs
Input
Palette
Font
ScreenMode
Serial
PrinterGfx
IControl
WBPattern
Pointer
Overscan
Printer
Time


ScreenMode Preferences
Save
Use
Cancel

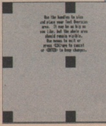
Choose Display Mode:
PAL:Hires
PAL:SuperHires
PAL:Hires-Interlaced
PAL:SuperHires-Interlaced
PAL:Hires

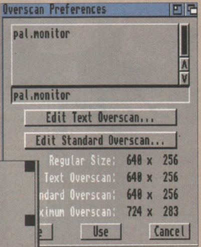
Visible Size: 640 x 256
Min Size: 640 x 200
Max Size: 16368 x 16384
Max Colors: 16

Properties of the Selected Mode:
PAL
Supports Genlock
Draggable

Width: 640 ☑ Default
Height: 256 ☑ Default
Colors: 16
AutoScroll: ☑

Screenmode and Overscan are used to configure the Workbench to the physical limitations of your monitor and hardware setup. If you have a display enhancer board you can use the two superhi-res screen modes, otherwise you'll be restricted to the standard hi-res display. If your monitor or TV doesn't allow you to stretch and shrink the visible display in both axes, you'll find that the Overscan editor will allow you to adjust the size of the screen display until it occupies as much or as little of the screen as you require.



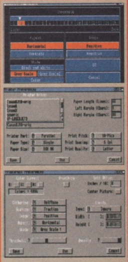

Overscan Preferences
Edit Text Overscan...
Edit Standard Overscan...
Use
Cancel

pal.monitor

pal.monitor

Regular Size: 640 x 256
Text Overscan: 640 x 256
ndard Overscan: 640 x 256
ximum Overscan: 724 x 283

Both the standard overscan and text overscan sizes can be altered. The on-screen preview lets you check that any image will still be visible on your monitor.


Horizontal
Positive
Cancel
Printer Preferences
Save
Use
Cancel
Save
Use
Cancel

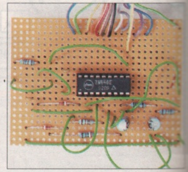
Printer Port: Parallel
Paper Type: Single
Print Pitch: 10-Pica
Print Spacing: 6 lpi
Print Quality: Letter

Halftone
Fraction
Positive
Horizontal

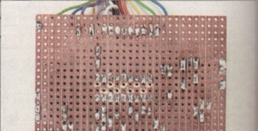
Printer and PrinterGfx are probably the most important editors for printer owners. Printer allows you to specify the printer that you will be using and lets you define the basic physical parameters of the printer's operation. You can use this to tell the computer the paper size you'll use and the size and print quality that you require. Of crucial importance is the choice of printer driver used; this is needed to interpret the Amiga's output into information that the printer will understand. A selection of drivers are on the Extras disk, and the appropriate one should be copied to your Workbench disk. If you plan to print graphics (or even scalable text from a program such as *Wordworth* or *Final Copy*) you'll need to set the PrinterGfx preferences.

BUILD YOUR SAMP

Dust off the soldering iron, the DIY series is back! This month John Kennedy gives you a complete guide to building your own sound sampler. Save pounds and get better results with only one or two little burns to show for it.



It's neat, it's cheap and it's easy to customise to your requirements. Note the orientation of the IC.



The underside of the circuit. Note the cut tracks between the legs of the IC socket – a drill bit or sharp knife is handy for this.

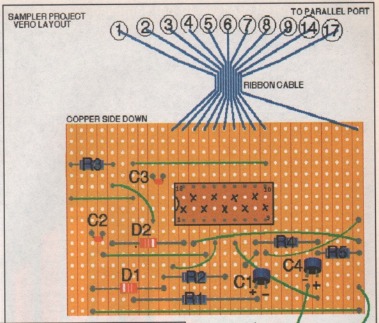
A WORD OF WARNING

We want you to enjoy building your project, so please take the time to read these warnings.

Although the project described here has been built and tested, neither the author nor CU Amiga can be held responsible for any damage which may be caused to either yourself or your computer as a result of using it. As no mains voltages are required in this circuit, it is extremely unlikely that you could electrocute yourself, but you should still take care. If your computer does not behave normally when the project is connected, switch off immediately! Check the circuit carefully for short circuits and wiring deficiencies. Always add or remove the parallel port connector with the computer switched off.

Never leave the soldering iron unattended, and always switch it off when it's not in use. It is all too easy to forget about it and then pick it up by the wrong end several hours later. If possible, wear protective eye-gear when soldering and use a vice or clamp to hold the circuit in place. Never splash hot solder around.

R OWN
LER



Above: If using the suggested method of soldering the components onto Veroboard, you should follow this layout. I did, and my sampler works.

Sound sampling is a growing business. If you want to capture your own sounds for use in music programs, such as *MED*, or to add sampled speech to your games, you'll need some way of digitising them. You don't have to worry about playing them back, as the Amiga has a sample replay system built in as standard, but digitising is another problem altogether.

Of course, you could buy a ready-made unit from a mail order company, but the more adventurous might like to try building your own. This will save you money, teach you a thing or two about micro-electronics, and it might even be fun.

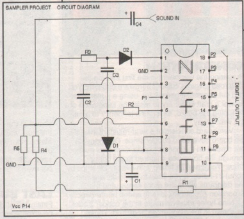
HOW IT WORKS

In order for the Amiga to capture a sound it must be converted from its usual analogue state into an 8-bit digital form. This process isn't nearly as painful as you might expect it to be, as a special Analogue to Digital IC is available quite cheaply to do all the hard work.

If you take a look at the circuit diagram on the right, you can see the digital output from pins 11 to 18 of the A/D IC. These outputs are in a form which the Amiga's parallel port is able to use directly, so there is no extra interface hardware needed.

The various resistors, capacitors and diodes scattered around the circuit can be divided into three categories:

1. Those needed to process the input sound signal (C4,R5,R6). The capacitor filters any DC components out of the AC input audio signal, and the two resistors cause the waveform to be equally balanced within +/- 2.5 volts.
2. Those needed by the IC for general operation (R1,C1,C2). R1 and C1 are required to enable the IC to work properly. C2 is the capacitor which determines the rate at which the sampling process takes place. This can be altered if desired.
3. Those that are needed to produce the negative voltage required by the IC for the sampling process (R2, R3, C3, D1, D2) The IC requires a -5 volt supply in order to operate, but the Amiga's parallel port only supplies +5 volts. These components form what is known as a 'diode pump', and produce pulses of -5 volts just when the chip needs it.



Here's the circuit diagram for the sample. The important parts are the A/D chip (the ZN448), the link to the parallel port and the sound input.

Operation is controlled by a signal from the Amiga connected to pin 4 of IC1. When this is received, the sampling process begins and the data is passed to the digital outputs. With the ZN448 an 8-bit sample can be made every nine micro-seconds with an accuracy of 1/2 LSB (Least Significant Bit).

For higher quality samples a ZN447 can be used (producing samples with an accuracy of 1/4 LSB, and to save money a budget ZN449 could be used (1 LSB). It's open to question whether the chips will produce samples which sound different; all I can say is that one budget sampler I have seen uses a ZN449, and I used a ZN448. My sampler sounded better.

THINGS TO COME...

In the not too distant future we'll be looking at how we can expand the sampler described here to work in stereo, with only minimal alterations. We'll also be looking at how the sampler can be adapted to interface with a whole host of other gadgets, from light meters to electronic weighing scales. Don't touch that dial!

USING THE SAMPLER

First you'll need some sampling software from a PD library. Several packages are available and all should work perfectly. If different samplers are supported, select 'generic'. Some programs work better than others, even to the extent of producing better quality samples, so shop around.

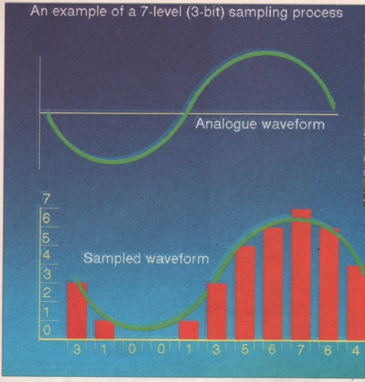
After giving the circuit a final check, switch the Amiga off and connect the parallel plug connector. Switch on, and if the computer doesn't boot as normal switch off at once. Check the pin numbering carefully, especially the five volts and ground pin. Any short circuits could cause the Amiga to continually reset, and possibly cause damage.

When everything is working normally, load the sampling software and connect the sound source. Remember that this project was designed to connect directly to the headphone out socket of a small battery-powered cassette deck – you may need to make alterations to the circuit if you are connecting it to something different. On no account connect the circuit to the loudspeaker terminal of a mains hi-fi! The power of the hi-fi will instantly dispatch the A/D chip to Silicon Heaven, and possibly damage the hi-fi as well. Use only the headphone socket of cassette decks, amplifiers and CD players. If you wish to use the audio out Phono connectors, you will probably need to alter the value of the resistors R4,R5. See later for suitable values.

If your chosen sampling software has a monitoring option, use it to determine when the input volume setting is correct. If it is set perfectly, the signal will fill the display, without overloading and so possibly distorting.

Now set the sampling frequency to about 8KHz for starters, and sample! Experiment with different volumes and sampling rates for best results.

»



Above: In this diagram an analogue waveform has been sampled and converted into a 3 bit number (from 0 to 7). Our sampler works in a similar way, but as it is accurate to 8 bits, 256 different levels are allowed.

Below: Here the sampling program *Audition 4* is being used grab a sample. The oscilloscope mode shows whether the volume is too low or too high.

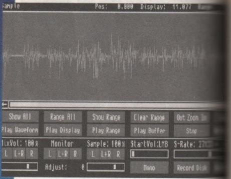


TABLE OF PARTS

IC1	ZN448E A/D (or ZN449E or ZN447E - see text)
R1	390 Ohm
R2	47K
R3	4K7
R4,R5	15K
C1	7uF
C2,C3	470nF
C4	100uF
D1,D2	1N914

18-pin IC Socket Ribbon cable (14 way)
Audio socket (depending on your system, typically 3.25mm jack socket) 25-way male plug and casing
Vero board (30 tracks by 22 holes)
Solder connecting wire
Typical cost: £10-20 depending on choice of A/D chip and box.

WHAT DO YOU THINK?

Could you follow this article? Were the text and diagrams clear enough, or far too simple? Would you be interested in buying a ready-made Printed Circuit Board to simplify construction? Or a complete kit of parts? Or even a ready-built sampler? And if we ran a project on building a 16 bit sampler and player would you be interested? What other hardware do you want to see? Write to DIY at the usual address with your comments.

CONSTRUCTION

Preparing the veroboard is the first step on the long road towards custom hardware creation. You can cut it to size if necessary, using a junior hacksaw or a craft knife. Try to resist the temptation of snapping the board, as it has a tendency to break the wrong way.

Veroboard consists of a heat-resistant insulating board covered in copper strips. Components are placed on the non-strip side, their legs pushed through the holes and soldered to the copper strips. You'll need a board with exactly 29 strips by about 21 holes. If you keep to these dimensions, the diagrams will make more sense, and the expansion circuits will also fit on the board directly.

Nine holes must be made in the copper tracks as shown in the diagram on page 160. These holes should be located underneath the IC, and must break the tracks totally, with no swarf bridging the gap between tracks. Check with a multimeter if possible.

Now the components can be placed on the board and soldered. Start with the IC socket, as this will help you to position the other components. Solder the resistors, capacitors and diodes into place, noting the orientation of capacitors C1,C4 and the diodes D1,D2. The diodes are heat sensitive, so be as quick as you can when soldering them. A trick is to attach a crocodile clip to the diode's leg to act as a heat sink. Be careful with the resistors, as the colour codes for 4K7 and 47K will be very similar.

Solder the wire links in place (all nine of them) and wire up the ribbon cable. If you use 14-way ribbon cable, the remaining wires will come in useful later on. In the meantime, we need +5 volts, ground, eight data lines and one control line. They are connected to the 25-way parallel plug as shown in the diagram. If you look very closely at the plug, you'll see tiny numbers beside the pins. Match them with the diagram and solder them in place. Try to use as short a length of cable as possible – 30 centimetres seems to be a good length, but even shorter would be better.

ALTERATIONS

The best thing about building your own sampler is that you can tailor it exactly to your needs. For example, the choice of R4,R5 was made to suit the output of my personal stereo headphone socket. You might find that the signal from your source is too loud or too soft. By altering the value of the resistors – perhaps by using variable resistors – you can ensure your samples will be of optimum quality. The suggested values of R4,R5 are 15K, but try 8K or lower if your source is too quiet. Always use resistors of the same value, or the signal will not be balanced and quality will suffer.

The choice of C2 was made by experimenting with different frequencies available from the sampling software. For frequencies higher than about 30KHz, you may obtain better results with smaller value capacitors. Try using a variable capacitor to allow fine-tuning.

I can guarantee that by adjusting R4, R5 and C2 you will obtain results which will be a lot better than most budget samplers costing up to £50, so not only will you save money, but you'll sound better too!

LAST BUT NOT LEAST

Finally the audio input wires and connector need to be soldered up. The type of connector that you choose will depend on your specific needs. Again, keep the wires as short as possible – if they're more than a few centimetres long, you'd be wise to use screened cable to cut down on interference and attenuation.

Check all the wiring and place the IC in the socket. Try not to touch the pins of the IC, and don't do it while wearing rubber soles on a nylon carpet or the static will zap it. The IC will have a notch out of one end, and possibly a dot too. The dot indicates pin number 1. Check the notch with the diagram. CU

NEXT MONTH

CU's own mad scientist will be looking at ways to expand this month's project. You might think it's just a sound sampler, but as you'll find out it is in fact a very versatile transducer interface. Well, that's what he tells us anyway…

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GAMES PROGRAMMING MADE EASY

PART 2

This month, Dave Smithson gets you started on our very own AMOS version of the one and only PacMan. To get the show on the road he takes a look at screens, icons and maps.

If last month's clutch of programming tips hasn't already blown a fuse, then you're probably ready and willing to get started in the fascinating world of AMOS games programming.

The game that we'll be attempting to write over the next few months is none other than that housewive's favourite, *PacMan*. OK, it can hardly be described as leading edge stuff, but as we said last month, it's always best to start with something simple – and let's face it, there's nothing simpler than *PacMan*!

So where do we start? Well, the first thing that you should do is to switch off your Amiga, pop the kettle on, and settle into your favourite armchair with pen and paper in hand.

Most of you are probably raring to get something to appear on your screen, but it's vitally important to plan a game (and indeed any programming project) before you start committing yourself to code. If you just sit down and bash out code off the top of your head, I can guarantee that you'll create more problems than you could ever imagine.

STARTING POINTS

Start by thinking about everything that's involved in your game. The best way to go about this is to think of it in terms of the main game loop that we discussed last month. In the case of *PacMan*, we know that we need a routine to handle the drawing of the game screen, another to handle the player's control of PacMan around that screen and another to stop our favourite arcade character from walking through walls (even the ghosts that chase him won't be allowed to do this). Straight away you should have realised that simply holding the game screen in a memory bank as an IFF picture is going to create problems. The amount of memory that such a screen takes up is a minor consideration – 30K is hardly going to cause us major problems – but how do we keep track of PacMan's movement around the maze? We could use collision detection between the PacMan sprite and the background, but it would be simpler to just use a game map. Not only does this save valuable memory (the game screen can be generated using this map data), but we also have a way of confining both PacMan and the ghost's movements around the maze. First, though, let's take a look at the code that sets up the game map.

After this month's instalment, you should be able to get a display similar to this!

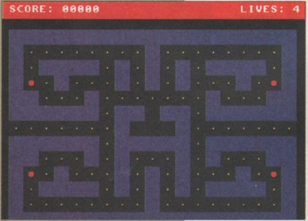


TABLE 1

```
        Dim MAPDATA(13,19)
        For A=0 To 12
        For B=0 To 18
        Read MAPDATA(A,B)
        Next B
        Next A
Data 2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2
Data 2,3,3,3,3,3,3,3,3,2,3,3,3,3,3,3,3,3,2
Data 2,3,2,2,2,2,3,2,3,2,3,2,3,2,2,2,2,3,2
Data 2,4,3,2,3,3,3,2,3,2,3,2,3,3,3,2,3,4,2
Data 2,2,3,3,3,2,3,3,3,3,3,3,3,2,3,3,3,2,2
Data 2,2,2,2,2,2,3,2,2,1,2,2,3,2,2,2,2,2,2
Data 3,3,3,3,3,3,3,2,1,1,1,2,3,3,3,3,3,3,3
Data 2,2,2,2,2,2,3,2,2,2,2,2,3,2,2,2,2,2,2
Data 2,2,3,3,3,2,3,2,3,3,3,2,3,2,3,3,3,2,2
Data 2,4,3,2,3,3,3,2,3,2,3,2,3,3,3,2,3,4,2
Data 2,3,2,2,2,2,3,2,3,2,3,2,3,2,2,2,2,3,2
Data 2,3,3,3,3,3,3,3,3,2,3,3,3,3,3,3,3,3,2
Data 2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2
```

THE NUMBERS GAME

As you can see from the code above (Table 1), the map data is held in memory as a two-dimensional array that is 19x13 'array elements' in size. Because each element represents a single block on the screen, we have to carefully calculate how many of these blocks we will be able to squeeze onto the screen.

Because we'll be using a 320x256 screen and each block will be 16x16 pixels in size, some simple mathematics are all that is needed to calculate that we can squeeze a maximum of 20 blocks across the screen and 16 down. We don't need all of these blocks: for starters, the game map within

PacMan games is never an even number of blocks down and across, so we can start by knocking one off the horizontal, leaving us with 19 blocks across. On top of that, we need some space to put the status bar in (the bar that holds the player's score and lives etc), so we can also lose three blocks from the vertical.

MOVING ON

Now that we know how large our game map must be, the next step is to fill the map array with the numbers that will define which blocks are walls and which are floors.

The easiest way to do this is to tie the numbers that you use to designate the scenery type in with the icon bank that we'll use to store the block image data (or 'icons', as AMOS calls them). In this particular case, let's use a '1' for a totally blank floor, a '2' for the walls, a '3' for the normal floors and '4' for floors with power-ups.

Using this key information, you should be able to decode the game map yourself to produce a familiar *PacMan*-like maze. However, if you would prefer to create your own, feel free to change the data yourself.

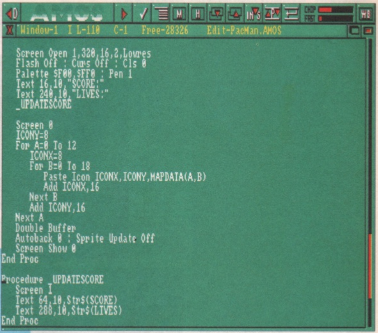
TABLE 2

```
Screen Open 0,320,224,16,Lowres
Flash Off : Curs Off : Cls 0
Get Icon Palette
Screen Display 0,,70,,
Screen Hide 0
ICONY=8
For A=0 To 12
ICONX=8
For B=0 To 18
Paste Icon ICONX,ICONY,MAPDATA(A,B)
Add ICONX,16
Next B Add
ICONY,16
Next A
Double Buffer : Autoback 0 : Sprite Update
Off
Screen Show 0
```

Next we need some code that will draw the game screen using this data. Before we go any further, we'll need to load up the AMOS Object Editor and draw some icon blocks that the screen drawing routine can use. For more information on this, check out the box on page 166. Once you've created a bank of icons, load them into AMOS using the Load 'bankname.abk' command and you're ready to rock. Table 2 (above) shows the screen drawing routine.

JARGON BUSTERS

- **ICON** – In AMOS terms, an icon is a rectangular graphic that can be used as a building block for constructing screen displays. The same icon can be pasted down again and again to produce some quite complex screen displays using a minimal amount of memory.
- **SPRITE** – Throughout these articles, we'll be describing the animated objects that you see moving about a game's screen as 'sprites'. You should note that sprite is used as a generic term to describe both blitter objects and 'real' hardware sprites. Wherever necessary, a distinction will be made.
- **BOB** – Short for Blitter Object. Bobs are graphic objects that can be moved around the screen and even animated using the Amiga's blitter. Unlike the Amiga's own hardware sprites (which aren't part of the screen bitmap), blitter objects are not restricted by size or the number of colours that they can contain.



Window-1 I L-110 C-1 Free-28326 Edit-PacMan.AMOS

```
   Screen Open 1,320,16,2,Lowres
   Flash Off : Curs Off : Cls 0
   Palette $F00,$FF0 : Pen 1
   Text 16,10,"SCORE:"
   Text 240,10,"LIVES:"
   _UPDATESCORE

   Screen 0
   ICONY=8
   For A=0 To 12
      ICONX=8
      For B=0 To 18
         Paste Icon ICONX,ICONY,MAPDATA(A,B)
         Add ICONX,16
      Next B
      Add ICONY,16
   Next A
   Double Buffer
   Autoback 0 : Sprite Update Off
   Screen Show 0
End Proc

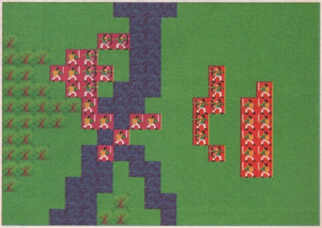
Procedure _UPDATESCORE
   Screen I
   Text 64,10,Str$(SCORE)
   Text 288,10,Str$(LIVES)
End Proc
```

Very little code is required to get the screen drawing routine up and running.

CUT 'N' PASTE

If you study the code in Table 2 carefully, you'll see that it's actually a very simple routine indeed. It starts by opening a 16-colour screen that will be used to hold the game map display. Note that the vertical size of the screen is restricted to just 224 pixels – we could have opened it to a full 256 pixels, but there's little point as the status display would obscure the extra lines. We can save ourselves a few kilobytes by knocking the extra few lines off the bottom of the screen. Next, the code turns off AMOS's automatic colour cycling facility (annoying at the best of times!), the text cursor is switched off and the screen is then cleared using colour zero. We then set the screen to the same palette as our icons by grabbing the icon bank's palette using the Get Icon Palette command. The screen is then positioned using Screen Display so that we can open a small screen at the top of the display that will eventually hold the player's score and lives etc.

Now we can start drawing the screen using the data held in the mapdata() array that we defined earlier. Two loops are used to handle the task of drawing the icon blocks onto screen. The first controls how many lines of blocks are drawn (in this case, 13) and embedded into this loop is a second loop that controls how many blocks are drawn across the screen (19). The routine uses the two loop counters 'A' and 'B' to interrogate the data held within the mapdata() array. So, if A equalled '2' and B equalled '3', the screen drawing routine »



Our screen drawing routine isn't just restricted to *PacMan* games – here's an *Ultima*-like war game that I wrote several months ago.

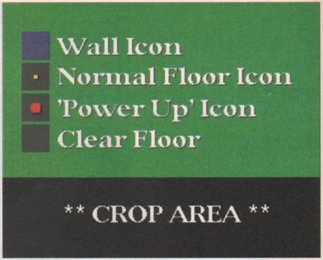
DESIGNING ICONS

Designing a set of background icons isn't just a matter of banging out some pretty pictures in *DPaint* or the AMOS Sprite Designer. Before you start punching pixels, the first thing you must establish is how many colours each game screen uses, how many are available for the background blocks and which colours are to be used.

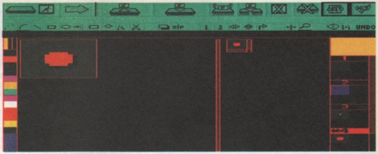
Although it is generally true that the more colours you use on screen, the more attractive the game, using colours unnecessarily will not only look messy, but it will also slow your game down. Don't forget that the more colours you use, the more bitplanes the Amiga's poor old blitter has to shift around when redrawing any blitter objects (the PacMan and ghost sprites, for example). Our *PacMan* game doesn't really need a lot of colours, so I've restricted the display to just 16. We could have got away with eight, but it would have looked rather dull.

Next, we need to decide how many of these 16 colours are actually available for the background icons. Don't forget that we'll also need some colours for the blitter objects, so we need to carefully calculate what colours should be assigned to our icons, sprites etc.

Because both our sprites and our icons will share the same colour palette, it's worth defining a 'global' palette that holds the colours of all our sprites and icons in one place. In this particular case, we'll be designing our icon blocks before we design our sprites, so we'll make the icons' colour palette our global palette (hence the Get Icon Palette command in the screen drawing routine). Once this is decided, draw your blocks in 16-colour mode, remembering to use the same colour palette when you come to design your sprites. If you're using *DPaint* to design your icons, they will have to be cut out and inserted into an AMOS Icon bank using the AMOS Object Editor.



The entire *PacMan* screen is built up from just four 16 x 16 pixel icons.

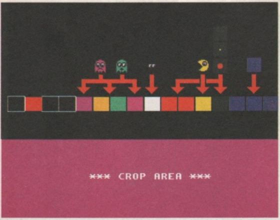


Once you've decided upon your colour palette, you can start designing your icons using the AMOS Object Editor.

» would read the value held in mapdata(2,3) which, using the data we created above, would give a value of '2' (don't forget that the first element within an array is 0 and not 1!).

Note the use of the ICONX and ICONY variables. These have nothing whatsoever to do with Shell commands – they're actually used to keep track of the screen co-ordinates where each new icon block should be positioned on the screen. Both are initially set to a value of 8 and as the two loops progress, a value of 16 is added to them to offset the position at which the Paste Icon command pastes down our icon blocks. A value of 16 is used because this is the size of our icon blocks. If we were to use a value that was greater or less than 16, the icon blocks would either overlap or spaces would appear between them.

It's worth noting the use of the Screen Hide and Screen Show commands. These aren't really necessary, but they are worthwhile and give the finished product a bit of polish. Because the screen must be drawn a block at a time, displaying the entire game screen is slightly slower than simply unpacking a picture stored in an AMOS memory bank. It also looks rather unprofessional for the game screen to appear block by block in front of the user's eyes – we're not programming for the Spectrum after all. We therefore use the Screen Hide command to blank the screen until the game screen has been drawn. Finally, once the screen has been redrawn, the routine sets up the double buffering system required for flicker free animation and turns off AMOS's automatic screen flipping and blitter object update (we'll be handling this ourselves within the main game loop).



Allocating colours before you commit yourself will make the task of designing sprites and icons considerably less troublesome.

SPRITELY CHARACTER

We now have a routine that stores the map data in a compressed format and then draws that data onto the screen using icon blocks. If you wanted, you could add a routine to your game that allowed additional screens to be loaded from disk. All you would have to do is to store the map data on disk in the same format as the data statements printed above and then read them into the map data () array. This method of storing game maps even lends itself well to game designers, giving the player the option to create their own screens.

Maps can contain all sorts of data, including bonus information, extra life awards and so on. It is very rare for any maze game or shoot 'em up to be made without a map.

If you find the thought of all the calculation for handling the blocks a little too much you can always get hold of the TOME extension system, reviewed in CU's January issue. It takes some of the fun out of designing your own games though, and it is still useful to get you used to thinking of the game screen as a grid of blocks. CU

NEXT MONTH

Next month we'll be taking our first steps into the actual mechanics of the game by placing a PacMan sprite onto the screen and allowing the player to move him around the screen using the joystick. In the meantime, see if you can write the first part of the game using the code that has been covered this month.

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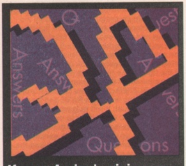

If your Amiga's giving you jip, don't toast its innards with a flame thrower. Merely put your computing problems to Mat Broomfield who'll seek to wipe your fevered brow.

I BEFORE EEE EXCEPT AFTER C

I own an A600 and a Commodore 8023P printer apparently sporting an IEEE connection. Is there any way of connecting it to my computer? It's a manly brute *[just like me then – Dan]* and built to last, so I'd like to hook it up.

I'm an electronics hobbyist with C&G qualifications so constructing an interface would not be a problem if I knew where to get a circuit diagram.
J. Revell, Maldon, Essex

Until your letter, I'd never even heard of IEEE connections, but after a bit of research, I've discovered that the abbreviation refers to the Institute of Electrical and Electronic Engineers, and is synonymous with a special way of connecting printers as direct output devices to scientific and measuring instruments, etc.

Depending on the exact specification number of the interface, you may find that it is compatible with a standard Centronics port, but I don't have pin assignments. Unless a knowledgeable reader knows differently, I suspect that you're not going to be able to use your printer with the Amiga.

MORE MEMORY

I decided to buy an Amiga after reading your magazine, but having bought it can you tell me if it's worth adding more than 1Mb memory to it? I only use it to play games, demos and music with samples.

If I fitted 4Mb to the Amiga, would it still be compatible with all disks? Are all RAM expansions above 1Mb fast RAM?

Considering what I use it for, is it worth upgrading from a Kickstart 1.3 to a 2.04 set-up?
Abdul-Aziz Jaber, Riyadh, Saudi Arabia

As games become increasingly sophisticated, they make better use of available memory, and the amount of memory that they require is slowly increasing. There are already a few games that need more than 1Mb to run fully, and you can expect this situation to become increasingly common in the future. Therefore, whilst it's not essential for you to add more than half a meg, you will probably benefit.

There are rumoured to be a few programs that don't like too much memory, but I've never encountered any of them. In any case, additional RAM can usually be switched off using either software or a physical switch on the expansion board.

A 2.04 Amiga will give you 1Mb of chip RAM which can sometimes be useful for sound and graphics purposes. Other than that, you're better off sticking with a 1.3 machine which is capable of loading virtually all Amiga games, unlike its newer cousin.

DODGY DATABASE

I run a small company and I need a program which will give me the facility to enter and store large amounts of publishing information, which then needs to be sorted into alphabetical order and printed.

I inherited a copy of *Prowrite* with the computer and, having loaded it, I proceeded to type in the information I needed line by line. When I came to print the details to a list suitable for mailing, only one page printed and a picture of a disk and a message subsequently appeared under the Ram Disk and Workbench saying DF0:NDOS. Is it possible that the disk is faulty, or does it just need some minor adjustment?

In a further attempt to get my lists printed I bought a PD disk called *Amibase* but, although it prints lists, they are five or six lines long in each field and are therefore useless for my purposes.
E.M.Fowler, Whitchurch, Cardiff

***Prowrite* is a word processor and although you can use it to print lists of information in the way that you're doing, it's primarily designed for writing letters, essays, reports and so on. When you need to create alphabetical lists of information, a database is almost certainly a more appropriate program because it enables you to alter the way in which the information is stored much more easily. Let's suppose that you want your lists arranged in reverse order. With a word processor this is a tiresome task requiring you to change every single item individually. Using a database, a single command is all it takes.**

As for your printing problems, I must admit to being a little baffled. In the first place, you are describing two distinctly different problems. The fact that a disk and the words DF0:NDOS appear indicates that you've recently inserted a disk in the internal drive which doesn't conform to AmigaDOS (DOS=Disk Operating System) specifications. There are numerous reasons why this could be so: perhaps the disk is new and hasn't been formatted yet, or maybe it contains a commercial program (such as a game). Alternatively, it may have at one stage been an AmigaDOS disk, but has now become damaged. In any case, the fact that you've managed to print one page of information makes it clear that *Prowrite* already has all the files it needs regardless of the status of the disk in DF0:. Perhaps your printer preferences are set wrongly. Are you sure that the number of lines (page length) is appropriate for the size of the paper you're using?

Anyway, I think that you'll discover that *BBase 2* will be more suitable for your requirements. You can get it from any PD company for a couple of pounds – check out the ads in this issue of CU Amiga.

MODEM MANIA

I write in the hope that you will share your modem knowledge with me. I would love a modem to tinker with, but I need to know the running costs so I can persuade my parents to buy one.

I'll probably have to pay my own phone charges and as my pocket money isn't too hot, I need to know the weekly charges, and how much line time that gives me. Since I live in Southern Ireland and there are no bulletin boards in this area to my knowledge, I suppose I'd have to contact British boards. Do I have to pay extra as a foreign user?
Mark Basquille, Castlebar, County Mayo

Once you've bought the modem, you can run it for no more than the cost of your phone bills if you're selective about the services you access. There is a global network of free bulletin boards known as Fidonet which has more than 10,000 nodes (individual boards). Although there may not be a node in your home town, there's almost certainly one close to you.

Of course, if you want access to a wider range of services or conferencing facilities, you may need to join a subscription board such as CIX or Compulink. These usually start at a couple of pounds per hour and go up in cost. As these boards are nothing to do with the telephone companies, their charges are in addition to your phone bill.

A1200 MONITOR

As soon as I heard about the A1200's 256 colours, I traded in my A600 and bought one. What I want to know is, would a Philips CM8833 Mk2 or a Commodore 1084 be able to display all 256 colours?

At the moment I'm using a Toshiba TV with a Scart RGB input and the picture is good. Would either of the monitors that I mentioned be better than my current set-up?

I only use the A1200 for games, and I haven't had any problems loading them so far.
P.J. Cawser, Birmingham

Either of the monitors you mentioned can display the A1200's 256-colour display; they've been coping with the A500's 4096 colour HAM mode for years! In fact, they can cope with full 24-bit output. As you only use the computer for games, these monitors will greatly improve the clarity and colour definition of your display. I prefer the Commodore 1084 as I find that the Philips tends to have some minor colour focus problems which can cause tiny but noticeable 'shadows' around areas of great contrast.

RUN BEFORE YOU WALK

I have an A500+ with no additional memory and I'm considering buying a 32-bit accelerator. I'd like to know if I can still run 500+ games, and also if I could run A1200 games with such an accelerator.
Steven Watts, Cardiff, Wales

Most games will run even with an accelerator. For those that don't, the accelerator can always be switched off. However, the fact that the A1200 features a 68020 accelerator as standard is just the tip of the iceberg. There are far more differences between the two machines than that, and there's absolutely no chance at all that 1200-specific games will work on your 500+ just because you've fitted an accelerator.

An accelerator will enhance your computer greatly if you use it for more than just games, but if that's all you use it for, I would suggest that you'll get far more benefit from extra memory, or perhaps even a cheap hard drive if you play a lot of strategy games.

SETMAP SUFFERING

I have been tearing my hair out now for many weeks trying to make use of the Setkey and Setmap commands without any joy. I already have a command to display my pictures but I would like to have a few options from there on, i.e., to load different utilities, etc.

How do you make a keymap? What drawer do you put it in? How do you execute the setmap command for your keymap?

Matthew Morgan, Neath, South Wales

It sounds as if you're trying to put together a compilation disk containing a title or menu screen which is displayed as an IFF screen, and a selection of options which can be executed with simple keypresses.

To do this successfully there are a number of stages which you have to go through. First you need to work out what programs you want on your compilation disk and put them onto your freshly formatted (and installed) disk. Test that they all load by typing the appropriate launch commands from CLI. Most of the time this will simply mean typing their name such as 'Powerpacker' or 'SID', but occasionally you'll need to give additional parameters such as 'Modplayer music.mod'.

When you're sure that the programs all work well and you know the appropriate launch commands, you're ready to create a new keymap. I use a program called *Setkey*, but there are other programs available in the Public Domain. The keymap that you define will be the one that loads each of the individual programs when certain keys are pressed. Generally it's safe to define the F keys, but be careful that you don't define a key that's used by one of the programs to be loaded.

A temptation when defining a keymap is to define one which specifically loads the programs on your compilation, so that key F1, for instance, produces the command 'Powerpacker<return>' when pressed. Although this works, it's far better if you define the keys so that they execute a script file on the disk. For example, key F1 can be redefined so that it produces the following command when pressed: 'Execute 1<return>'. You would then create a text file (saved under the name '1') on the disk that contains the necessary *Powerpacker* loading commands.

There are two advantages to this: firstly the same keymap can be used for unlimited numbers of compilations – simply change the contents of file 1 – and secondly it's far easier to alter a text file than it is to alter a keymap.

When you're happy with your keymap, save it with a unique name. Avoid using the names of existing keymaps; this can cause great confusion later. The keymap should be placed in the Devs/Keymaps directory of your compilation disk.

To activate your keymap, all you need to do is type the command 'Setmap mymap', replacing the name of your redefined keymap where I've written 'mymap'.

WHAT USE SCANNERS?

I've just read your very interesting review of the Datascan Pro 3.01 in the January issue. I know nothing about scanners except that they scan pictures. Therefore I'd like to know if it's possible to load a Datascanned image into *Deluxe Paint 4* so that I can colour them in and print them?

S. May, Southend, Essex

Yes, you can load scanned images into your favourite art package. If you save a scan as grey scale, then it will be stored as an IFF screen in one of the standard screen sizes. If you subsequently decide to recolour it, you can simply substitute your chosen colours for the 16 shades of grey on the screen.

If you save a scan as a monochrome (black and white) bitmap, it's likely to be considerably larger than a standard Amiga screen (especially if you took the scan at one of the higher resolutions of 300-400 dots per inch). These scans can still be loaded into *DPaint*, but you may find that you run out of memory, especially if you change the screen format to one with lots of colours (16 or 32).

A1200 INCOMPATIBILITY?

I was looking through the DIY feature in your September issue and I was wondering if I could use the pause switch as a slow motion device on my A1200? I'm hoping that I could use it to make the processor speed the same as the A500's, thereby making it compatible with games that don't currently work.

Ian Macdonald, Eastfield, Cumbernauld

I'm afraid that slowing the processor down in this way is not enough to make the two machines compatible. In any case, the DIY pause switch that you're referring to plugs into the expansion slot at the side of the A500. The 1200 doesn't have such a slot so the switch would be useless to you.

There is one simple way that you can make the machine compatible with a lot of software; if you hold down both mouse buttons when you turn your computer on, a screen of options will appear. Select 'Advanced Options' then select 'Cache Off'. Apparently this can make a big difference when trying to load previously incompatible software.

MUSIC X INCOMPATIBILITY

I bought *Music X* when I owned a 1.3 Amiga and it always worked perfectly, but now that I've got an A500+ it doesn't seem to work. Is there any way that I can get it to work, or must I wait for the new version?

Paul Pollett, Sheffield

There is a fairly simple solution to your problem, and it comes to you from Craig and Mark at Gordon Harwood Computers. Using a copy of your main program disk, load it until the Workbench screen appears. Open the Music X window and click once on the Music X icon, then go to the Workbench menu at the top of the screen and select Info. This will call up the information requester. Click on the ADD button at the right of the tool types box. This will place a cursor in the box ready for you to type, so enter BUFFER=200K then press return. Now all that remains is to click SAVE and load the program as usual; it will now work on your 500+! Of course, you'll have to use this new program disk to boot from in future, but you don't have to go through all this messing about each time. From now on, just load the program in the normal way.

CANON PRINT MANAGER

Could you please tell me where I can get a print manager for my Canon BJ10ex? Is there one which is compatible with *Pagestream*? At the moment when I use *Pagestream 2.2* I can only use my printer at 360x180 dpi, rather than its maximum of 360x360.

Ian Beattie, East Molesey, Surrey

I'm not quite sure what you mean when you refer to a 'print manager'. There is a free printer driver available directly from Canon. Write to them at Canon House, Manor Road, Wallington, Surrey, SM6 0AJ. Tel: 081 773 3173. The driver should work with all versions of *Pagestream* to give you the maximum 360x360 dpi resolution.

For printing IFF screens (including 24-bit images and Imagine files) there is an excellent program called *Canon Studio*. It costs £15.00 and it's distributed in the UK by JAM, 75 Greatfields Drive, Uxbridge, Middlesex, UB8 3QN. Tel: 0895 274449. You can find a complete review of this great program in the December issue of CU.

UPGRADE OR BE DAMNED!

I want to know if I should get rid of my A500 and buy a better Amiga such as the 3000, or should I simply expand my existing machine? I'm using my Amiga for games, WP and other professional applications.

H. Zor, Rotterdam, Holland

To answer your question I really need to know why you're considering changing your current set-up. If you simply need to add a bit of memory or an extra drive, then of course you should stick with your current kit. However, if it looks as if you're going to constantly expand your set-up, adding hard drives, megabytes of memory, accelerators and so on, then it's probably safer to start off with a better machine in the first place.

Considering the recent launch of the 68030 A4000 at under a thousand pounds, it certainly looks like a very tempting proposition. The great advantage to such a machine (apart from the enhanced graphics) is that it allows you to add future expansions such as hard drives internally, and for a cheaper price than their A500 external counterparts.

Additionally, there are many expansions available for 'big box' machines such as the A3000 and 4000 that are simply not available on the A500.

ROUTE PLANNER

I need a good powerful route planner and I've heard of *GB Route*, but that's too expensive for me. I'm looking for a PD program (which I realise is unlikely), or a program for about £20 to £30.

I live in Rugby but none of my friends' route planners (they own PCs) cover this town so I need something I can add things to.

M. Al Modaris, Rugby

Sorry, but it's *GB Route* or nothing! If you'd purchased the June 1992 edition of CU Amiga, you would have received it for free. However, as you obviously didn't get that issue, you'll just have to buy *GB Route Plus*. I agree that at £49.95 it sounds expensive, but it's at least half the price of comparable products on other computers, AND it knows where Rugby is!

You can buy *GB Route Plus* from Complex Computers, 2 The Arcade, Waterfoot, Rossendale, Lancashire, BB4 9AF. Tel: 0706 224531. Of course, you could always use a map and a bit of string to work out your route!

AUTOMATIC ANIMS

I own *Deluxe Paint III* and I want to make my own demo disks which automatically play an animation when the disk boots up. Can I use *DPaint* to help or will I have to learn Basic?

Darren Whitehead, Lancs

No you don't have to learn Basic (not that that would help anyway!). Obviously you must use *DPaint* to create and save the animations in the first place, but once you've done that you'll probably find it easier to use a dedicated animation player such as *PPAnim* or *RTAP* (*Real-time Animation Player*), both of which are available in the public domain.

***RTAP* lets you specify the replay rate of your animations and can even play them straight off disk. You'll find it on disk number 517 available from PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD. Tel: 0702 466933.**

***PPAnim* is particularly useful because you can use *Powerpacker* to compress your animations (to get more of them onto a disk) then *PPAnim* will replay these compressed files.**

If you buy the full commercial version of the program, you'll also receive *PPAnim*, *PPMore* and *PPType* (for replaying compressed text files) and *PPShow* (for displaying compressed screens). You'll also find that the program compresses files far more efficiently than the PD version.

You can buy your copy for £14.95 from Database Direct, Freepost, Ellesmere Port, South Wirral, L65 3ES. Tel: 051 357 2961.

FLASHY CAPS LOCK

I've read several letters in CU Amiga from people whose Caps Lock light keeps flashing. I have the same problem, so I took my computer back to the shop I bought it from as it was still under warranty. They checked it and said that since it only occurs when it is switched off and on again in less than 10 seconds there's nothing wrong with it. I doubt this because from the letters I've read, I gather my machine has a faulty keyboard processor chip. The light flashes continuously at about 38 times a minute. Is my A500+ faulty or not?

Jamie Peters, Coalville, Leicestershire

I suspect that your computer is fine. Because of the construction of the Amiga's RAM chips, the information in them is not completely destroyed the instant you turn the power off. If you turn the power back on within a short time, the residual information in the chips is usually incomplete. When the computer tries to act upon that information, it gets 'confused' by the damaged data and crashes, flashing the Caps Lock light as it goes.

To avoid this turn the computer off for longer than 10 seconds. This will also destroy any viruses that may be in its memory, so there's a double benefit to following this simple procedure.

WHICH RAM EXPANSION?

I'd like to start by saying that I know absolutely nothing about computers. However, my son has an Amiga 500 and all the games he now wants seem to require 1Mb of RAM. I'm told that the A500 only comes with half a megabyte so he wants to upgrade to 1Mb.

Looking through the pages of your magazine, there are so many different products to achieve this, but I find it all very confusing.

Can you advise on which product is the simplest to install and cheapest to buy?

Arthur Rice, Drumaness, Co Down

The various half meg expansion boards are all equally easy to install as they plug into the same slot in the same way. Although there can be slight quality differences between the construction and raw components of the different units, these don't make a big enough difference to influence your buying decision. Therefore, the only real difference between the units is whether or not they include a battery-backed clock.

Such a clock can be useful in identifying the creation time and date of files if the computer is being used for anything other than games, but otherwise it's not worth considering. A clock will add £5 to £10 to the price of your AM expansion.

I have no particular recommendations – just look for the cheapest price you can find. I've seen units for under £25 without a clock.

COLOUR PRINTER

My writing isn't brilliant so I am looking for a printer for school work. Can you advise me which printer would be most suitable? I also want to be able to use it for colour work.

Graham Dawson, Stirling

There are a couple of 24-pin colour printers that are currently proving very popular, namely the Star LC-200 colour and the Citizen Swift-24. Both cost in the region of £300. If your budget won't quite stretch to these, Star have just released a new nine-pin printer for about £150 called the LC-100.

If you have a bit more money to spend, the Hewlett Packard Deskjet 500C uses bubble jet technology and although it has an RRP of approximately £700, the results are considerably better than those of the dot matrix printers mentioned above.

FRETFUL FONTS

I'm keen to learn more about desktop publishing. I'll be looking to produce posters and the occasional magazine/fanzine. However, I'm unsure about the range of fonts available. What's the difference between bitmap and structured fonts? Which are better and how do I obtain these fonts?

Michael Ramsay, Forfar

As you've correctly identified, there are two basic types of fonts: bitmapped and structured. The characters of a bitmapped font are defined pixel by pixel. For example, a capital letter 'T' may be defined as four pixels in a vertical line with a row of three horizontal pixels on top of them. You may think of this definition as a 'map' to the shape of the character.

However, this map only refers to the letter at a particular size; treble the size of the font and you either need exponentially more pixels to describe the same character accurately, or you simply use the available number of pixels to approximate the character's shape, thus lowering its quality.

There are two types of bitmapped fonts available: ordinary monochrome ones, and colour fonts which are usually more elaborate, and in multi-colour. The monochrome fonts are often to be found on PD disks, and can be used in many word processing, graphics and DTP packages. Colour fonts, on the other hand, are rarely (if ever) found in the public domain, and even commercial ones are few and far between. They require special software considerations to use them, and virtually no packages support them.

A structured font is represented in the computer in an entirely different way. Instead of using pixel maps, characters are represented by scaleless mathematical definitions. Therefore, our letter 'T' is now described as a series of lines, angles and trajectories which define every part of the letter relative to every other part. This method is very memory intensive when dealing with small font sizes, but the larger the font, the more economical structured typefaces become as they still only require the same amount of memory regardless of their size. Furthermore, because they're defined mathematically, they don't suffer any quality problems when their scale is changed.

There are a number of different types of structured fonts available. Workbench and packages such as *DPaint* and *Wordworth* use Intellifonts, whilst *Professional Page* uses Amiga Agfa Compugraphic fonts. Its biggest rival, *Pagestream*, uses Adobe typefaces.

Thanks to the font manager supplied free with *Pro Page*, Adobe typefaces can be converted into Compugraphic ones. Similarly, the *Fountain* program supplied with Workbench 2 and above can be used to convert Amiga and standard Compugraphics into Intellifonts. Unfortunately, only commercial software can convert either of the latter back into Adobe typefaces. There are literally hundreds available from public domain libraries.

ANY PROBLEMS?

If you've got a problem with your Amiga and want a sensible, no-nonsense answer, write to Mat Broomfield, Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Please don't include a stamped addressed envelope as we keep Mat far too busy to make individual replies.

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BACKCHAT

Normally a calm and placid man, some strange demon seems to take over our deputy editor when he answers our readers' letters. So, here's Jonny...

NAME CHANGE

When I was looking through the March '93 issue of your mag I was surprised to see my name (or most of it) on one of the screenshots in the *Bard's Tale Construction Set* review. Even though I wasn't interested in the game, I always read a review just to know what your opinion of it is.

In the review there are two pictures of the main screen and down at the bottom where the character names are, characters four and five have the names 'Paul' and 'Eltan' respectively – most of my name! Now this feels too much of a coincidence as the name Eltan isn't common, just check a 'phone directory. I've never seen anyone else's name with an 'a' instead of an 'o'.

My Dad, who used to live in Malta, had the surname of Tanti. When he moved to England he changed his name to a more English-sounding surname. He added the first letters of his surname before placing an 'e' on the front. He then took part of his mother's name and made Eltan double-barrelled. He said that he has checked to see if there are any other Eltans about and there weren't any. It seems really weird for the reviewer, Tony Gill, to have two characters from the *Bard's Tale* with my name!

Right, with that out of the way I was wondering if you know whether there will be an Action Replay cartridge for the A1200? I want a better computer, but I don't want to lose this trusty piece of hardware. Even though the current cartridge won't work on a 32-bit machine I feel it was stupid of Commodore to abandon the expansion port. Look at all that space on the left-hand side of the A1200. You could easily have placed the expansion port where the PCMCIA slot is and then have the PCMCIA slot where the disk drive is – only on the opposite side.

In my opinion Commodore have stepped right in it since last year. It made me sick to read about a spokesman saying that the A500 was yesterday's machine when the A600 appeared. Then the A1200 appeared, which seemed to be the computer that I and many others were waiting for. But I had a lot of sympathy for all those people who had just bought an A600. People rushed out to buy the A1200 but found that it had a lot of essential components missing, like the aforementioned expansion slot, a DSP, hard drive, etc. It's embarrassing to realise that the Atari Falcon is in reality a lot better, when we've all been slagging it off (Vic Lennard made me see this in your Points of View section, also in the March issue).

Commodore are going to rectify the DSP problem, but yet again this stabs even A1200 owners in the back. It seems that Commodore just can't wait to release new technology on the public before they get hold of new extras. I don't want a PC or an Atari or a console. I want an Amiga with the potential of a good PC so you know you have the best, but Commodore have made loads of mistakes, which cause people to defect to the other side. Maybe Commodore should ask the public what they want, giving a set of guidelines with a request to each mag for a questionnaire that readers could send in. Are Commodore bothered about the public or are they just going to 'take the money and run'?

Paul Eltan-Shaw, Crowborough, East Sussex

I've spoken to Tony Gill about the names in the *Bard's Tale* and he says that those are the ones supplied with the game. If I were you I'd put it down to coincidence. After all, I play a lot of adventure games and if there is anyone out there called Thragg from Slandaar, I'd just like to assure him that I made the name up! As for the Action Replay cartridge, Datel say that the A1200 version is currently at the development stage and will be available soon.

INSIDE INFORMATION

It seems that top games publishers, Virgin, are rapidly expanding on all fronts. Not only have they taken on loads of new coders and design staff, they've also poached ace PR person Danielle Woodyatt from US Gold. They are currently working on masses of new games, most of which are top secret. As soon as they let their guard drop and spill the beans we'll get you more details on the upcoming products.

On a slightly different note, they've just done a deal with top record producers, Polygram, to put the music from the Sega version of *Mega-Lo-Mania* onto a compilation album. Apparently, the record will contain various clues to the game and the first person who manages to spot them will win a holiday to sunnier climes.

TEAM TALK

There have been a few changes since last month. So to keep you up to date with what's happening at CU Towers, here's the latest libel column.

DAN 'LARD-ARSE' SLINGSBY

Now that Dan's got stuck into his physical fitness kick, he's on something of a moral crusade, extolling the virtues of cold baths (yet again), 40 press-ups before breakfast and other acts of self-abuse. We wouldn't mind, but Dan's the culprit who got smoking banned at CU Towers, so we're all a bit worried that he'll persuade 'The Management' into forcing us to do aerobics before we start work in the morning. God forbid, and we all look so crap in leotards as well. Other than huffing and puffing his way to fitness (and still managing to be out of breath when he's reached the top of the stairs!), Dan's new Amiga hints'n'tips book should be in the shops as you read these very words. Anyone wanting a copy of this fine literary tome and outstanding games guide, ring BSB on 0923 894355. (Plug, plug).

JON 'RELIEVED' SLOAN

Jon's been given a new lease of life with the addition to the team of a Production Editor. No longer is he to be seen slaving over hot page proofs late at night – these days he's more likely to be found at some industry bash getting legless in the name of work! As his wedding rapidly approaches (it's on the 24th of May) he has become more and more domesticated – Which is certainly a step in the right direction as he's not even house trained yet. There's nothing he likes more now than to stand around in the kitchen at work carefully cleaning the worktops and moaning about the other sods who never bother to. By the time you're reading this he is probably on his honeymoon sitting on a Caribbean beach drinking cocktails, lucky sod. We'd just like to say that we hope he gets sunstroke.

HEATHER 'RULER' TURLEY

Our new Production Editor has certainly taken to her job with relish. Not only is she ruthless with a ruler when recalcitrant writers don't get their copy in on time, but we think that she's taken her job description a little too literally. She has decided to produce another creation – a little baby, oooh! Despite the fact that she's preggers she hasn't been seen doing any of the usual pregnant woman-type things, like going down to Mothercare in her lunch hour and getting all misty-eyed. It's been suggested that this pregnancy thing is all a ruse to elicit sympathy from the freelance team so that they send their stuff in on time. Knowing Heather as we do, we reckon that the bulge that's starting to form under her jumper is more likely to be a concealed weapon than a new sproglet.

The points you make are valid. I know how those customers feel, as I bought an A600 merely weeks before we were told about the A1200. Now, I'm locked in to a machine that is rapidly becoming out of date. But that's the price we pay for the march of technology. Of course, Commodore could have handled the transition better, as people normally have machines for some time before upgrades are released. Not so in the Amiga market, where machines now seem to have a lifespan measured in months. Maybe Commodore are too technically excellent for their own good. Perhaps you should have taken Vic Lennard's comments with a pinch of salt as it seems he has inflamed a few readers...

IS VIC (ALL) THERE?

After reading Vic Lennard's opinions on the relative merits of the A1200 and the Falcon, I simply couldn't contain my frustration. Although he made some valid points regarding the missing DSP Chip and SCSI ports in the A1200, the rest of his argument was simply misleading. The A1200 has a clock speed of just over 14MHz, the Falcon is hardly leaving it for dead at 16.16MHz. He also casually forgot to mention that the Falcon comes with only 1Mb of RAM, isn't really multi-tasking, isn't as expandable as the A1200 and, most importantly, isn't as cheap. In an ideal world the A1200 could have been a touch faster and have had a DSP Chip, but cost simply wouldn't have allowed that. High density drives will be obsolete when CD takes over as the new medium. I found Vic's comments destructive and rather childish to be honest – a case of 'my computer (that isn't even out yet) is better than yours' syndrome. If you must let editors from inferior computer magazines have their say on the A1200 vs Falcon debate, please ensure that they tell the whole truth regarding specifications, not simply slag a company and its customers off purely out of prejudice. Commodore have made mistakes, but they will be around in five to 10 years. Mr Lennard and his invisible Falcon probably won't.

Pat McGrath, Luton

This is just one example of the many letters we have received on this subject since we printed Vic's comments. For the most succinct riposte see the Letter of the Month from an anonymous Amiga developer. Not all our readers, however, disagreed with the sentiments expressed by Vic. Take this one for example...

MUSIC COCK-UP

Having been a professional musician and eager Amiga user for about six years now, I cannot help feeling frustrated about how the Amiga is ignored and ridiculed in the serious music society.

OK, so the Amiga Modules format has become a standard even on PCs and Atari computers, and a lot of superb music has emerged from the thousands of underground musicians who use the Amiga's four channels of 8-bit digital sound to create some really stunning music (considering the hardware limitations).

But in the 'real world' of the serious music industry, where musicians work with CD-quality sound, MIDI and synth equipment, composing film scores, jingles and other professional quality sound and music, the Amiga is as good as dead. If you tell someone in the industry that you are using an Amiga for music production, chances are they will literally laugh at you! In my opinion, there is one company who is responsible for this: Commodore. They are the sole reason for the disastrous status the Amiga has in the music industry.

I recently received a new issue of *Roland Inside*, a magazine exclusively aimed at Roland users. On the letters page, a reader had written in and asked if the Amiga was OK for music and MIDI use. The magazine's editor replied that the Amiga was just a games machine and couldn't be used to produce music. Upon reading this, I nearly choked! Not only because it was written in what I had considered to be a well-informed magazine, but because this is obviously the general impression throughout the industry. Why?!!

It was a major mistake of Commodore not to include a MIDI port on the very first Amiga model, the A1000. This interface only cost a few measly pounds to install! When Atari released the ST it came equipped with a built-in MIDI interface and was immediately seen as a 'computer with musical abilities'. Sadly the Amiga wasn't.

One should think that Commodore would have learnt from this cock-up and at least installed a MIDI port on the A3000. Sadly, they didn't bother installing a MIDI port this time around either. Haven't Commodore HEARD of the MIDI standard? It makes you wonder, doesn't it?!

And now we have two more new models from Commodore, the A1200 and A4000, with some great new graphics features and a faster processor to boot. But have commodore included a MIDI interface? Hahahaha. Fat chance! But surely they *must* have included a Digital Signals Processor (DSP). Don't make me laugh. This device would have enabled the new Amigas to carry out professional level sampling, but Commodore must have had their collective head in the sand yet again.

THE FAR SIDE By GARY LARSON

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Knowing how it chould change the lives of canines everywhere, the dog scientists struggled diligently to understand the Doorknob Principle.

The way I see it, Commodore have now chosen to ignore the music field completely and pretend it doesn't exist. If you aren't into digitising a million colours or playing footy sims, then Commodore don't want to know.

Well I for one have had enough. I'm going to buy a Falcon or maybe even an IBM clone. Thanks for everything Commodore, but I'm not going to hang around waiting for you to get your act together.

Bjorn A. Lynne, Oslo, Norway

I LIKE MAT

I am not a woman normally given to hyperbole; in fact, I am more likely to criticise the excessive use of superlatives (especially in most computer magazines). However, I cannot find adjectives superlative enough to express my praise of your Q&A writer, Mat Broomfield. He is wonderful, marvellous, excellent, splendid, magic, superb... need I go on?

And before you ask – no, he's not paying me to write this!

Seriously though, I really would like to express my admiration and gratitude for the service he offers. We bought an Amiga 1200 for our children at Christmas, and although I have some experience with a PC (on which this letter was written), I felt a total ignoramus when it came to the Amiga and, presumably because the A1200 was so new, found it extremely difficult to get the information needed from the books.

So, I wrote to Mat thinking that I might, if I was lucky, see an answer to the questions in three or four months' time. But he, realising that I needed answers more quickly than that, took the time out to ring me after work. This really is service over and beyond anything I'd normally expect, but even that wasn't the end of it. Mat gave me his home phone number and when I had another urgent problem, he solved that for me in around five minutes.

Compared with the trouble I've had trying to get information from the laughably and most inappropriately named Commodore helpline (but that's another story), the service freely and cheerfully offered by Mat is incredible (to use yet another superlative). I could start rabbiting on about the

»

TONY 'MED MANIAC' HORGAN

It seems hard to believe that we used to moan about the constant boom-chaka-chaka tunes spewing out all day from Tone's Amiga – these days we've got to put up with a barrage of obscure German headbanging techno from dawn till dusk. We have come to the conclusion that he's actually hiding a pair of mating gerbils in that computer of his, but he is adamant that it's music. He's even gone as far as sticking some self-composed tunes on his Amiga, then using its multitasking to hide *MED* under another screen. He's been trying to claim that it's a brand new soundtrack for a new game – but fortunately we're all a little too intelligent to fall for that one. The only respite that we get is the sacred lunch hour, when he's too busy tucking into his daily kebab and chips to even think about making any noise.

NICK 'INCOMPREHENSIBLE' VEITCH

Unable to shake off the attention of the law, our Nick's been in trouble again. After innocently making a call from a public box on London's Embankment he stepped outside to find himself surrounded by a couple of menacing rozzers. They stopped and searched him, saying that they were looking for a phone box vandal and he fitted the description. Of course, Nick is innocent but was very worried that there might be a dangerous criminal, who looks like him, roaming London. When he asked the apologetic cops what description they had, they said that the perpetrator is tall and wears a leather jacket. Unfortunately for Nick (and about 200,000 other blokes in London), he fitted the description perfectly. The police will be very busy if they have to search everyone who matches that detailed photfit!

LETTER OF THE MONTH

VIC'S A DI [Snip – Ed]

I am writing to complain about Vic Lennard's piece which appeared in the March issue of CU Amiga. When I spend money on an Amiga magazine, I do not expect to be patronised by someone who knows even less of the non-Amiga platform he is advocating than I do.

Mr Lennard begins by saying that the Falcon's specs are 'frightening' with respect to the A1200, which has an 'appalling' spec sheet. He then goes on to single out those features of the Falcon that are not present in the A1200. Firstly, there is nothing in the Falcon's specs that 'scare' me. The various features in Atari's machine that are not present in the A1200 are implemented in a less than perfect fashion. I too could ask, where is the copper, where is the dual playfield grafix support, where is the HAM-8, where are the hardware sprites, where is the industry standard PCMCIA slot, etc.?

Mr Lennard claims that the industry has adopted the 68030 as the bare minimum for a computer of any real power. Which industry does he have in mind? The differences between an '030 and an '020 narrow down significantly if you put the '030 on a 16-bit bus (like the Falcon does), or share the CPU bus with the graphics bus (like the Falcon) or do not support the burst mode (like the Falcon). Atari have crippled the Falcon's performance by using these shortcuts.

When Atari PR says that the Falcon is a 32-bit computer, what they actually mean is that it is a 16-bit design with a 32-bit CPU. This is the kind of deliberate cost-cutting exercise that also cripples Apple's 68030-based Macs. The A1200 has a 32-bit CPU and a full 32-bit architecture, by comparison.

Next, we are patronisingly informed about the DSP. Motorola's 56000 is an integer only device with no bus-mastering capability. Commodore's publicly announced choice, the AT&T 3210, is a full floating point unit with both bus mastering and its own pre-emptive multi-tasking, multi-processing operating system. Result, one or more 3210s can be running multiple tasks at the same time as the main CPU and have access to the same memory that the CPU does.

In the Falcon implementation, the CPU has to stop and feed data to the DSP, which does not have its own operating system, let alone a pre-emptive one. Commodore are putting DSP support into the system software first, which is where it belongs.

Similarly for the MIDI ports, Commodore now have the CAMD.library for the Amiga, which provides a clean high-level system-friendly interface to all applications which require MIDI timing. This will allow multiple MIDI applications to multi-task and share data at the same time. Even the Mac (which has better MIDI software than any Atari machine) cannot do that in real time. Contrast this with Atari's 'take over the machine' approach to MIDI.

We are told that the Falcon can emulate the PC and Mac platforms more easily than the A1200. Maybe Mr Lennard has not heard of EMPLANT. It currently emulates a Mac in colour (an A1200 PCMCIA version is in the works) and is capable of multiple simultaneous emulations, one of which is to be a Falcon emulation module. You will be able to emulate a Mac, a 486 PC and a Falcon with the Amiga at the same time! In a related act of misconception, Mr Lennard says that the Falcon has a dedicated internal bus expansion slot designed to accept a different processor. What he doesn't seem to know is that so does the A1200.

Furthermore, the A1200 local bus is a full 32-bit slot (the Falcon has a 24-bit design), and also allows for a pass-through connector at the back. You can also get at the slot without opening the machine up and voiding your warranty (the Falcon's is internal).

Also oddly missing from his article is the fact that the A1200 can deinterlace screens in software (unlike the Falcon). The video support is far superior in the A1200 (256 24-bit colour registers, each with its own genlock bit).

You can simultaneously and independently program the horizontal and vertical overscans in the A1200 – the Falcon lets you do only one or the other at a time. There's more – the Falcon blitter lacks the three-source input of the Amiga blitter (it can only take two inputs at a time). Nor does it perform blits in parallel with the CPU over dedicated Amiga channels.

Finally, may I suggest that in the best spirit of reciprocity, the editor of CU Amiga be allowed a guest page in Atari ST Review to highlight the above-mentioned defects in the Falcon's design? With people like Mr Lennard in charge of editing Atari magazines, we need to make a sincere effort to speak the truth for a change.

An Amiga developer, London

We stirred up a right hornet's nest when we ran Vic's piece, didn't we?!. Obviously we agree that the A1200 is a superior machine in most respects and is much more likely to survive to breed a new generation. In fact, we've put together a detailed comparison of the two machines at the front of the magazine this month and we hope that it will finally dispel any remaining doubts about the relative features of the two beasts. It would be not only pointless, but far too lengthy to cover the same ground here.

What I think you are missing, though, is the whole reason that Points of View exists in the first place. It is exactly what its title suggests it to be – opinion. All that we ask of the writers who contribute to the page is that they are reasonably lucid and well-informed when presenting their verdict on a particular issue. Beyond that, it is entirely up to the writer to present the argument in a way that he or she wishes to.

If a fact is glossed over to justify an argument, then you must take that with a pinch of salt. After all, that's what politicians do all the time! You were given sufficient warning about Vic's occupation, and we felt that we ought to give the other side, as it were, a chance to present its argument. However, I have to say that I'm glad that you didn't agree with it and hope that you find our feature balances out Vic's presentation of the debate.

standard of service generally these days, but that would just give away my age so I won't bother.

I'm impressed by your magazine generally and will certainly continue to buy it and recommend it to everyone I meet. The world of computers is mysterious to most of us who where born before 1960 (oh dear, I nearly gave away my age again!) and anyone who can demystify it deserves real praise.

Gill Callen, Worcester

I'm glad that Mat took the trouble to help you out – he often replies to readers on a personal basis and even offers to take enquiries if he's not too busy. However, it seems that not everyone is as happy with Mat's service as Gill.

AND THEN AGAIN...

I would like to explain to Mat Broomfield (and his inflated head) and Dylan Jones (Ask the Experts, March '93 issue), who has been rather misled, what 'mega' means. Contrary to what Mat (and his punctured head) seems to think, mega means million, not thousand, which as Mat (and his deflated head) correctly pointed out, actually means 1024. Therefore, a megabyte is actually 1024 kilobytes, or 1,048,576 bytes. Don't take it personally, just sort your lives out, all right!

Adam Cadman, Portsmouth

WHO'S RACIST?

Having just sat down to read, on St David's Day, the latest edition of what I once considered the best Amiga mag, I was cheesed off to read the following: '... Richard Griffiths from Wales (where else?).' Why not write 'I bet he's black, Jewish, disabled, etc.' Perhaps we can look forward to suitable permutations in future editions! I thought that the stock stereotype for thick was the Irish.

INSIDE INFORMATION

The World Cup has come around again – the Sensible Soccer World Cup. Journos and industry types are going to descend on the Sensi boys' Cambridgeshire home to relive the glories and disappointments of the 1990 World Cup. Your favourite magazine is being represented by Jon (Argentina) and Tony H (Malta). You can tell who drew the short straw in the team selection, but don't worry about the apparent disparity in team abilities as the stats will be fixed so that everyone has a fighting chance. We'll let you know the full results soon (unless we get soundly thrashed!).

In general such comments have been shrugged off by the Welsh nation thanks to our acknowledged sense of humour and recognition of the English inability to accept an alternative point of view even if it is by a majority – witness the Maastricht debate and our (?!) Government's resistance to adopt protection for the lower paid as embraced by the other EC countries.

I buy your magazine for relaxation and information, not to be motivated to respond to some smug, faceless prat. Therefore publish an apology à la BBC's recent *Top Gear* guff and cut the racist crap.

Ian Williams, Mid-Glamorgan

I'm sure that Tony did not mean to suggest that all Welsh people are thick. In fact, reading his comment again I have no idea how you managed to get that interpretation from it. I think

Send your letters to: BACKCHAT, CU AMIGA, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

that Tony was, in fact, saying that the name Griffiths is Welsh in origin and that's where he'd expect a Griffiths to live.

Now, with that over, how dare you go around accusing people of being rhetoric when you fill your own letter with racist remarks! In case you weren't aware, making a sweeping generalisation about all English people not accepting another's point of view is itself a racist remark.

QUESTIONS, QUESTIONS...

I have a few queries about the March issue:
1) First, I would like to say that the *Flashback* demo was excellent. I recently bought an A1200 but found that I had to disable the CPU cache for the demo to run OK, but as I said it was fab.
2) *ReloKick* would be of great use to me, but when I ran it it came up with the following message: 'C:ASSIGN failed returncode 20.' Why?
3) *Superfrog* was quite good fun but either I'm slowing down or it ran just a little bit too fast on my lovely 1200 Turbo.
4) *KidPix* had a few rather amusing features, but I was horrified by the review. I cannot believe you gave it 90%. I've seen *DPaint 4.5* advertised for about £70 and *KidPix* is £300. I've used *DPaint II* for years and it's far better than *KidPix*. So, how much did Electronic Arts pay you for praising *KidPix* so highly?
Matthew Elvidge, Plymouth

The problems you noted are due to one or two gremlins in the works. *ReloKick* does work perfectly well despite that error message you are getting. To get around it follow this procedure:
1) After unpacking the program, do a soft reset (using the CONTROL and two AMIGA keys simultaneously) and insert the disk in your computer.
2) Some copyright messages will appear, after which you'll see the phrase 'Kicking in Now'.
3) When the screen flashes, remove the disk and do a soft reset. You'll now get the 1.3 Kickstart screen as promised. Sorry, this wasn't clear enough in our original instructions.

The other point about *KidPix* is, again, error related. The actual price is £25.99, not £299 as we stated (a slight typographical error and my fault I'm afraid). So the score is definitely valid.

WHERE ARE ALL THE GAMES?

I've just bought an A1200, but I'm a bit worried that I might have bought a machine that's on the way out. Already such established names as Sierra and Infogrames have stopped producing games for the Amiga and I've heard that US Gold have dramatically cut back the number of Amiga games they intend to publish over the course of the next year. This is also true of other software houses, such as Ocean and Microprose, who seem to be devoting most of their time to PC or console games. Why are so many companies abandoning the Amiga?
Paul Eddy, Chester

Don't panic! As you can see from this month's First Impressions feature there are more games than ever being developed for the Amiga. Admittedly, it is worrying when companies such as US Gold stop publishing Amiga games. In the case of US Gold, you must understand that they are actually a glorified importer/distributor. As much of their product comes from the States, it's understandable that they should be cutting back – the Amiga isn't a popular games platform in the U.S. and is used for more specialist purposes such as video production. But as I said, the Amiga has a healthy future as a games machine.

CLUB CALL

Delving deeply into this month's mailbag, CU Amiga presents another rolicking round-up of Amiga clubs.

AMI-INFO CLUB

Homeside, Higher Warberry Road, Torquay,
Devon TQ1 1SF.

This west of England-based club is currently looking to expand. The club only boasts 33 members at present but would welcome applications from interested readers. A year's membership costs £10 but Ami-Info has a lot to offer.

- Three newsletters per year, containing news, members' letters, questions and answers, reviews of Amiga products, a special beginners' section explaining the Workbench [*Sounds familiar – Ed.*], virus checkers, a classifieds section, etc.
- One disk accompanying each issue, packed with useful programs and info.
- Regular competitions with prizes of up to £50.
- An introductory disk when you first join.
- A small PD library will soon be available.
- Membership introduction incentives, i.e. prizes for those who bring in the most members over a given period.
- Discounts on selected games and productivity materials, e.g. *Formula One Grand Prix* £9.99, *Sensible Soccer* £6.99 (plus £2.50 P & P per game ordered).

That's a fair amount of stuff for a reasonable fee. If you're interested send an S.A.E. to Paul Caparn at the above address and he'll send you an application form. Alternatively, bung £2.50 in the envelope and he'll send you a sample newsletter so you can try before you buy.

WORLDWIDE PD/SHAREWARE

Postfach 3231, 4030 Ratingen 1, Germany.

Run by Dave White, an old Amiga hand, this Germany-based club has been up and running for about a year now and has already accumulated over 100 members. It's run specifically for British Forces abroad, but also welcomes applications from any UK ex-pats. The membership fee is DM60 per year or DM6 per month. Apart from the usual Amiga advice and help, it currently has over 2,500 PD disks in stock.

If you want to get in touch, drop Dave a line at the above address or call him on (Germany) 02102/499729 Monday – Sunday 24 hrs. He's also thinking of putting a disk-based magazine together and would appreciate any help that you can offer.

THE PERTH AND DISTRICT AMATEUR COMPUTER SOCIETY

14 Imrie Place, Hillyland, Perth PH1 2QN

This Amiga club covers a wide range of computers, not just the Amiga. At its monthly meeting talks are given on a plethora of subjects, including the relative merits of the CDTV, MIDI set-ups, programming and animation, etc. They also provide hardware demonstrations and give advice to members with problems. Also, members can make use of the clubs extensive PD library. Membership costs £6 per year and further details can be obtained from the address above (don't forget to include a S.A.E.).

AMIGA CHRISTCHURCH

PO Box 35107, Christchurch, New Zealand.

Thanks must go to Neville Humphries for sending us a copy of the Amiga Christchurch newsletter. It's a well-produced A4 magazine which is actually put together using and A2500 with 7Mb RAM, a 52Mb hard drive and a flicker free video card. It all looks highly professional and reads quite well too. Amongst its 18 pages, you'll find a report on their recently organised Amiga Expo which attracted more than 400 people and unveiled the A1200 and A4000 to the waiting masses.

There's also all the usual features you might expect in a publication of this nature – for instance, there's a lively letters column, a Notice Board where all sorts of kit can be exchanged or bought, a review of the A1200, a tutorial in assembly programming, some game hints and cheats and lots and lots of ads.

'Oh, and they've even got a review of CU Amiga in there, too, of which they were most complimentary – thanks very much! Amiga Christchurch is a real grass roots organisation and it's nice to see that Commodore actively support them by lending them bits of kit – it's a pity that Commodore UK don't take a leaf out of their book! If you live in New Zealand, I'd recommend you get in touch. Annual membership is $30 and there are regular monthly meetings.

TOTAL IRRELEVANCE

6 Glevum Road, Stratton St. Margaret,
Swindon, Wiltshire, SN3 4AF.

In the March issue of CU Amiga, we gave details of a new club that was starting up especially for *OctaMED* users. Well, we're pleased to say that the club is now up and running. Total Irrelevance (as that's what the club's called!) aims to tackle all members' problems and provide information on all new *OctaMED*-related products and developments. A disk magazine is produced on a bi-monthly basis and includes competitions, demos, modules, samples, a small PD section, news, reviews and more! As a special offer to CU readers, the club's organiser will even send you the first magazine free of charge (provided you send an SAE and a blank disk). Members are invited to submit their own modules, samples and demos etc., for inclusion in the club's PD library. Let's make this worthwhile club a great success – drop them a line today.

IN DEFENCE OF PROGRESS

As yet another Amiga appears on the shelves, Nick Veitch wonders where it will all end.

There has been a lot of talk recently about Commodore and their marketing strategy, or lack of it, even in these hallowed pages. As we see yet another new machine begin to waddle off the production lines in Scotland, many people are starting to ask serious questions about the pace of technology.

Nobody complains when the car industry releases a new model, or the old ones are redesigned for the Autumn shows. Nobody complains when *The Clothes Show* tells everyone that what they are wearing is 10 years out of date and urges people to buy some strangely coloured piece of fabric which looks good on Naomi Campbell's body, but nobody else's.

Even closer to home, nobody complains when the hi-fi manufacturers come out with a new type of CD player virtually every month. You must buy this one – it's got 32-bit oversampling, auto record shuffling, multistack parking, not to mention full interstellar overboggle.

Why then do people complain about Commodore when they release a new machine? Well, it's understandable in a way. If you have just bought a computer, believing it to be state of the art, and a new model is released the next day, it's only natural to feel cheated. Would you feel the same way if a new CD player is launched the day after you make a purchase? Probably not, but then again it probably doesn't make much difference – who needs optical turbo-rewind anyway?

WHAT'S THE DIFFERENCE?

You buy a CD player to play compact disks. Likewise, you buy a computer to run software. So why feel cheated when a new model appears? You can still run exactly the same software as you could when you first bought the machine. It still has all the specifications it had when you bought it. Or does it? Has it been somehow robbed of some important feature, the shimmering gleam of true cutting edge technology?

There is perhaps slightly more cause for concern when your computer is superseded by a new model. There is always the worry that the software and peripherals of the future will no longer be obliged to be compatible to yesterday's model. To a certain extent that is true, but looking at the Amiga, it is perhaps less true than with other machines. The Amiga 500 and 500+ have been out of production for almost a year now. Since then there have been no new Amigas launched which have a DMA side expansion port. Has this stopped development of peripherals for this port?

Maybe there aren't a great deal of companies actively developing for the 500's expansion slot, but it is still very much supported. Take a look back through the pages of this magazine and count how many hard drives and RAM expansions for the A500 you can find. It is not an inconsiderable number.

A computer doesn't die simply because it is no longer manufactured, especially when it is still more or less compatible with its successors. Even if the entire Amiga range were to be discontinued, the third party dealers would still be producing new peripherals for years to come.

THERE'LL BE TEARS

Without a doubt the Amiga community has now become a two-tier society – those with AGA and those without. It is a gap which is impossible to breach. There is no way that an A500, or A600 for that matter, can be upgraded to the AGA chipset. This is really the first division to appear in the Amiga community. The differences in Kickstart and Workbench revisions do not really count as a major obstacle to Amiga harmony – upgrades were made available by Commodore themselves.

Even the AGA chipset will not really create an Amiga apartheid. Software may be written to take advantage of the AGA chipset if it is present, but may still work on older machines, and probably will if developers have any sense. Obviously software which is written particularly to take advantage of AGA architecture may be somewhat redundant though – there is little to be gained by buying *DPaint IV AGA* for your A600…

There is no point in trying to hold back the tide of technology. Commodore would be guilty of far worse crimes if they decided not to release new machines. As long as it is done responsibly, of course. there is no denying that the release and subsequent discontinuation of the A500+ was a bit of a black eye for Commodore. It was not meant to happen, but then what real harm was done? There is no great difference between the A600 and A500+ – the 600 has an IDE interface, the 500+ has a DMA port. Big deal.

A SPORTING CHANCE?

There is a sport that has steadily grown in popularity since about 1982 – a sport which has developed into a tradition in some circles. The name of the game is whingeing at Commodore. Basically they can do no right. If they don't release new machines they are lagging behind, not showing the proper commitment etc. When they do they are accused of selling the public down the river.

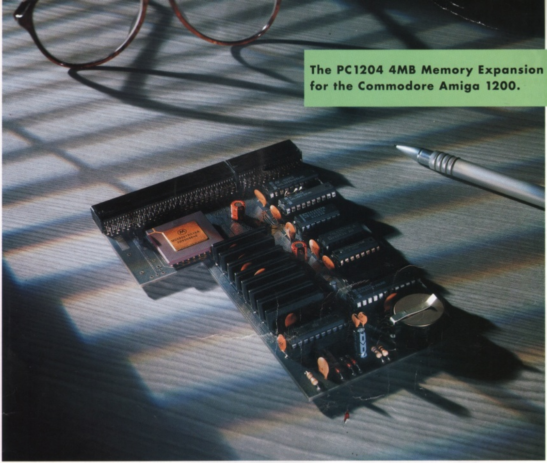
Whatever the relative merits of Commodore's strategy and however high or low in the rankings of the 'all-round good guys' top 100 they are, the Amiga is a very special machine. Not only has it held the imagination of the computer-buying public for seven years, it has developed along with its owners. No other home computer has gone through as many variations – not just pointless reconfigurations, but actual developments.

The march of progress goes on. New machines are, technology-wise, old hat often before they are even launched. Anyone who buys a new machine and expects it to be state of the art in two years' time is either intellectually disenfranchised or just a major league pessimist. You know the risks, you know what you are buying – a brief snatch of the future which won't last forever.

As for me, I'm holding out for the '060 based machine…

Nick Veitch would like to point out to the Metropolitan Police that he is not responsible for the recent spate of phone box robberies and, by the way, have you found his bike yet?

MEMORY EXPANSIONS



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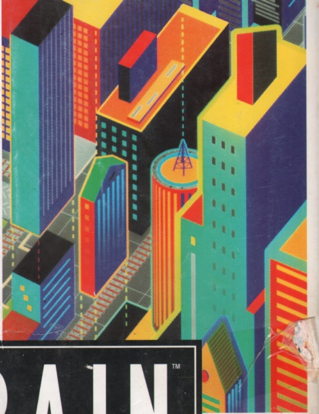

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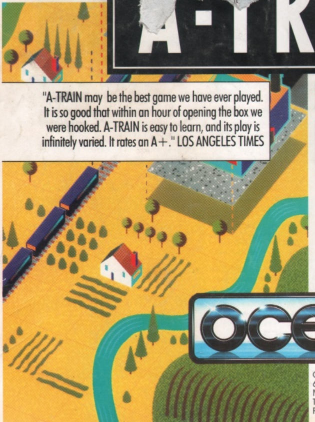

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